

# Fallout 3

## GAME ADD-ON PACK

OPERATION: ANCHORAGE™  
THE PITT™  
BROKEN STEEL™  
POINT LOOKOUT™  
MOTHERSHIP ZETA™

**PRIMA Official Game Guide**  
**Written by David S.J. Hodgson**

**Prima Games**

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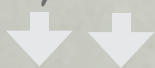
## Fallout 3

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## Chapter 1



## TRAINING &amp; STATS



Designed to work in conjunction with the original *Fallout 3 Official Game Guide*, this chapter provides you with the finest perk-based knowledge regarding the character improvements now available, as well as Factions and animals for the Bestiary. A breakdown of all the new Weapons, Armor is also found here. Finally, the comprehensive Wasteland Census identifies every character you will encounter in the game.

## Additional Perks

When Broken Steel is available, you can automatically choose a number of new perks when your character reaches Levels 22–30. These are showcased below:

## Level 22 Perks



## DEEP SLEEP

**Ranks Available: 1**

**Requirements: None**

- » You gain the benefits of sleeping deeply no matter where you take a nap. The Well Rested benefit becomes accessible, no matter how harsh the mattress.
- » +10% to XP awards for eight hours after waking up.

If reaching Level 30 in the shortest amount of time appeals to you, choose this perk. You should already have chosen the Swift Learner Perk at Level 2 to further ascend through your character levels (and because the Swift Learner Perk grants a permanent +10% to XP awards, it is a better perk to choose). Usually it is better to savor your adventures.



## PUPPIES!

**Ranks Available: 1**

**Requirements: None**

- » Your faithful companion Dogmeat (the only Follower you can have along with an additional, bipedal Follower) may have died during a particularly harrowing battle. Don't despair; take this perk and receive a battle-hardened pup at Dogmeat's place of death, or your place of birth.
- » Toughened Dogmeat puppy appears at location of Dogmeat's death, or Vault 101 (if Dogmeat died a while back). Only one Dogmeat can be found at a time.

Visually, Dogmeat and Dogmeat's Puppy look identical, but the offspring is considerably tougher, with double the Hit Points of the father. If you want a faithful companion without the worry that he's going to tread on a mine or be cut down by enemy fire, take this perk. Or, take this perk to further your evil machinations, and slay Dogmeat time and time again for the XP and negative Karma.



## QUANTUM CHEMIST

**Ranks Available: 1**

**Requirements: Science 70+**

- » With a high enough Science skill, you can gather a whole lot more Nuka-Cola Quants, massing the common Nuka-Colas into groups of 10 so they are automatically converted into a Nuka-Cola Quantum, to be used in quests or made into Nuka Grenades.
- » Every 10 Nuka-Colas you gather are automatically changed into a single Nuka-Cola Quantum.

This helps you in the creation of Nuka Grenades, along with locating all three Schematics for this Custom Weapon type. It also helps you during the Miscellaneous Quest: The Nuka-Cola Challenge. Nuka-Colas are plentiful and almost always available from merchants and vending machines. The only downside is that you can't have more than nine Nuka-Colas in your inventory. If you need them for Hit Points, store some at your house, or (better yet) seek other means of keeping healthy.

## Level 24 Perks



## DEVIL'S HIGHWAY

**Ranks Available: 1**

**Requirements: None**

- » This is a straightforward perk with an instantly understandable effect; if you wish to become evil, now is your chance!
- » This instantly sets your Karma to Very Evil. Your character's title is changed accordingly.

This perk is useful for obtaining the "Devil" Achievement at Level 30 instantly, rather than through days of adventuring. However, this can have detrimental effects if you aren't ready to be feared, or to have previously friendly conversations take a turn for the fearful. Check to see what Followers do as well, or you could lose them. Of course, this enables you to choose Followers, such as Jericho, who only accompany an evil adventurer.





## ESCALATOR TO HEAVEN

**Ranks Available: 1**

**Requirements: None**

- » This is a straightforward perk with an easily understandable conclusion; if you wish to renounce your neutral or evil ways, this is the time!
- » This instantly sets your Karma to Very Good. Your character's title is changed accordingly.

Useful for obtaining the "Messiah" Achievement at Level 30 immediately, rather than through hours of toil. You gain a more friendly attitude toward the people you interact with, but Followers who are only with you because of your brooding darkness will leave your fold. However, previously inaccessible Followers such as Fawkes or Star Paladin Cross become available.



## KARMIC REBALANCE

**Ranks Available: 1**

**Requirements: None**

- » This is a straightforward perk with a simple premise to understand; if you wish to lead a purely neutral existence, now you can.
- » This instantly sets your Karma to Neutral. Your character's title is changed accordingly.

Take this if you wish to easily obtain the "True Mortal" Achievement, especially as maintaining a Neutral Karma is the most difficult. This also means you can pal around with Sergeant RL-3 or Butch without having to give to the Church of the Atom [+KARMA] or Steal from people [-KARMA].



## NO WEAKNESSES

**Ranks Available: 1**

**Requirements: None**

- » Your experience in the Wastelands and beyond is beginning to yield dividends, as you become a well-rounded adventurer with no major shortfalls in your characteristics.
- » All S.P.E.C.I.A.L. statistics that are lower than 5 are instantly raised to 5.

This allows you to meet certain statistical requirements for other perks, such as Fortune Finder or Toughness, basically allowing you to access many previously unobtainable perks. This is only truly useful if you've created an adventurer who is highly swayed, statistically (for example, a battle-ready maniac with high STR, END, and PER, but low LCK and CHR). If you plan on obtaining Almost Perfect (Level 30), this can be a waste.

## Level 26 Perks



## NERVES OF STEEL

**Ranks Available: 1**

**Requirements: AGL 7**

- » When you're caught in a battle, and in V.A.T.S. mode, you want to be able to continuously fire, hack, or throw your weapon as often as possible. This helps fulfill that possibility.

- » This increases your Action Points regeneration.

Seriously consider this perk. If you have few Action Points due to ill-conceived earlier decisions, or as you progress into more difficult territory and face enemies that require more wounding to kill (such as the Feral Ghoul Reaver and Super Mutant Overlord), you need all the help you can get. This is that help. However, those with the Grim Reaper's Spirit (which restores all APs after you defeat a foe in V.A.T.S.) may find this of limited use, and that perk is arguably a better purchase.



## RAD TOLERANCE

**Ranks Available: 1**

**Requirements: END 7**

- » A few hundred wades through irradiated pools of slime and effluent may kill you, or make you stronger. You chose the latter with this perk.
- » Zero effects from Minor Radiation Poisoning.

When you've been irradiated enough to receive Minor Radiation Poisoning (-1 END), this perk effectively negates the hit to your Endurance. However, there are more proficient ways to spend your perk points, such as Intense Training on your Endurance. Still, this does allow you to wander through slightly radioactive areas longer.



## WARMONGER

**Ranks Available: 1**

**Requirements: INT 7**

- » If you've ever thought to yourself "I wish I had more guns," but didn't have the time or patience to build any, now is most definitely your chance!
- » All Custom Weapons are now available to build, even without the usually necessary Schematics.

If you don't wish to find all of the different Weapon Schematics dotted around the Capital Wasteland, or you've made some regrettable decisions in the past and haven't been able to acquire all of the Schematics, then this is a highly useful perk. It basically allows you to build any Custom Weapon at the highest Schematic Level (making the weapon with the best condition possible). Existing Schematics are worth Caps to trade, but little else.

## Level 28 Perks



## PARTY BOY / PARTY GIRL

**Ranks Available: 1**

**Requirements: None**

- » If you've always wanted to drink Beer, Whiskey, Vodka, Scotch, Wine, or even Moonshine copiously, and ignore the crippling withdrawal symptoms when you finally become addicted, this is the perk for you.
- » You do not acquire the dreaded withdrawal effects when suffering from Alcohol Addiction.

Simply put, this allows you all the benefits of being drunk, without the insufferable torment afterward. If you're a keen collector (and consumer) of alcohol throughout the Capital Wasteland, this is an advisable perk. However, if you've purchased the "My First Laboratory" theme for your

home, you can remove your addictions using the apparatus contained within. This is time-consuming and less flexible than taking this perk, however.



### RAD ABSORPTION

**Ranks Available: 1**

**Requirements: END 7**

- » You lose one Rad point every 20 seconds, essentially allowing you to function without the need for Rads.
- » Any Radiation you have accrued slowly ebbs away, providing you aren't in an irradiated area.

Some question the helpfulness of this perk, because the "My First Infirmary" theme for your house allows you to instantly cure any Rad poisoning you may have accrued. However when you're investigating the swamps of Point Lookout, the trek back to your home (even with Fast Travel) becomes laborious, making this perk useful.

## Level 30 Perks



### ALMOST PERFECT

**Ranks Available: 1**

**Requirements: None**

- » Who needs Bobbleheads? This handy-dandy perk automatically awards you an impressive "9" for your seven major statistics. Don't worry if you're actually perfect; if a stat is at 10, it remains at this maximum.
- » All of your S.P.E.C.I.A.L. statistics are automatically raised to nine.

Naturally, this is one of the most impressive perks to obtain, providing your statistics haven't been raised to this level already. In fact, it is

worth attempting some cunning plans to augment this perk still further (from "Almost" to "Perfectly Perfect," if you will). If you have collected any Bobbleheads already, they don't add to your stat score. However, if you haven't collected a Bobblehead, choose this perk, and collect the Bobblehead afterward, the bonus is added. This enables stats of 10 if you leave your Bobblehead-collecting until you reach Level 30.

It is also worth waiting to complete quests where you are awarded statistical improvements until after you choose this perk, so you can maximize an ability:

First example: Miscellaneous Quest: The Superhuman Gambit, awards you with Ant Might (STR +1) or Ant Sight (PER +1); complete this quest after choosing this perk to increase the chosen stat to 10.

Second example: Timebomb's Lucky 8-Ball (LCK +1) found at Bigtown. If you have this, drop it, acquire the perk, and take it again (otherwise you won't get the "10").



### NUCLEAR ANOMALY

**Ranks Available: 1**

**Requirements: None**

- » If you're ready to give a final surprise to a number of foes or a battle-hardened enemy you're having particular difficulty with, become badly wounded, and then deliver a devastating payload!
- » You explode when your Health is at 20 or less. You survive the explosion (unless you're struck by enemy fire as normal).

The explosions that erupt from you affect all others in your general vicinity, including enemies at short range, Followers, and anyone else unlucky enough to be in the blast. The explosions continue until your Health increases above 20, with Health Points awarded each time you explode. The only problem is the difficulty level and strength of an enemy's attack: A Deathclaw for example, usually inflicts more than 20 points of damage with a swipe, killing you without the explosion occurring. On higher difficulties, enemies inflict more damage, with similar results.

## Additional Quest-Related Perks

The following perks are available only after you complete an impressively satisfying event or task during your adventures.



### COVERT OPS

**Quest Available: OPERATION: ANCHORAGE—Operation: Anchorage!**

**Ranks Available: 1**

**Requirements: Collect the 10 Intel Briefcases scattered throughout the simulated cliffs and buildings near Anchorage.**

The Perk is immediately awarded when you locate the 10th Intel case. You can collect them in any order you like, but you cannot return to previous areas to search for missed cases. You receive a moderately impressive bonus to some well-used skills.

- » +3 Small Guns, +3 Science, +3 Lockpick

Although searching for ten Intel Briefcases can be time-consuming, the statistical improvements are exceptionally impressive. Skip this Perk only

if you don't use any of the skills you receive bonuses in. This also means you can place points in other abilities when you level up or can concentrate further in strengthening Small Guns, Science, or Lockpicking.



### POWER ARMOR TRAINING

**Quest Available: OPERATION: ANCHORAGE—Operation: Anchorage!**

**Ranks Available: 1**

**Requirements: Learn the subtleties of Power Armor maneuvering from simulated fighting alongside the U.S. Army's finest.**

You are now skilled in Power Armor and can wear the following Armor types: Outcast Power Armor, Brotherhood Recon Armor, Brotherhood Power Armor, Enclave Power Armor, Tesla Armor, and any unique or prototype variants of these items.



Alternatively, you can continue **Main Quest: Picking up the Trail** and learn this Perk from Paladin Gunney at the Citadel.



**Tip**

Obtaining this Perk allows you to wear any Power Armor and Helmet without having to complete the Main Quest all the way to **Picking up the Trail**. You can now access the benefits of Power Armor as early as you like, assuming you complete Operation: Anchorage early in your Wasteland wanderer career.



## AUTO EXPERT

**Quest Available:** THE PITT—Unsafe Working Conditions

**Ranks Available:** 1

**Requirements:** Enter The Pitt Steelyard and collect 10 Steel Ingots.

You are awarded the Auto Axe perk automatically; you need not return to Everett or Midea. This allows you to inflict impressive additional damage on foes, but only if you're armed with the Pitt Slaves' weapon of choice.

» +25% Damage when using the Auto Axe or unique variants thereof.

This naturally gives you an excellent advantage when wielding this powerful and violent close-quarter weapon. Seek out either the Man Opener or the other unique Auto Axe called the Mauler, and Repair your favored unique weapon. Then rampage through The Pitt and beyond!



## BOOSTER SHOT

**Quest Available:** THE PITT—Free Labor

**Ranks Available:** 1

**Requirements:** Complete the subquest Free Labor and conclude your business in The Pitt.

Depending on who you side with, Ashur or Wernher grants you a vaccine based on the latest research of tests conducted on Marie. Your immune system is now toughened against the ravages of radiation.

» +10% Radiation Resistance.

Well worth the time and energy you expend completing The Pitt, this allows you greater flexibility when traversing irradiated areas, especially lakes and contaminated Wasteland zones.



## PITT FIGHTER

**Quest Available:** THE PITT—Unsafe Working Conditions

**Ranks Available:** 1

**Requirements:** Defeat all three sets of opponents during your fights inside the Arena.

As Ashur takes great pleasure in dropping radioactive barrels to add a little spice to the combat, you are additionally bathed in radiation for each fight. Fortunately, if you survive your fight with Gruber, your body's natural immunity to Radiation Resistance grows, and your combat prowess demands increasing respect.

» +25% to Damage and Radiation Resistance.

Hardening your body to the elements and damage taken allows you to further explore irradiated areas, but it also enables you to withstand more damage during combat. Both are excellent bonuses and make the hard slog through the Arena more than worthwhile.



## SUPERIOR DEFENDER

**Quest Available:** POINT LOOKOUT—The Local Flavor

**Ranks Available:** 1

**Requirements:** Complete the mansion defense plan with Desmond, fending off Tribals until no more are living. Then complete Main Quest: The Local Flavor, and the perk is automatically awarded.

» +5 to Damage, and +10 Bonus to Armor when standing still.

» You'll pick this perk up automatically, and it makes your attacks highly effective. In fact, the ROF (rate of fire) for any weapon you use after obtaining this perk is important, as each strike, hit, or bullet inflicts the +5 Damage, making rapid-fire weapons (like the Minigun) even more potent. For the Armor bonus, simply stay still, which is only a problem if you're not using V.A.T.S., or a foe is throwing an area-effect weapon (like a Grenade) at you.



## PUNGA POWER!

**Quest Available:** POINT LOOKOUT—Walking With Spirits

**Ranks Available:** 1

**Requirements:** Finish Main Quest: Walking with Spirits, and the perk is automatically awarded.

» Radiation recovery from eating Punga Plants is boosted.

The health benefits from biting down on Punga remain unaffected. If you're intent on collecting Punga throughout Point Lookout, and you've neglected other methods for reducing Radiation (Chems, other perks, or simply avoiding hotspots), this offers a reasonable easy and free alternative.

PUNGA TYPE	RAD RECOVERY WITHOUT PERK	RAD RECOVERY WITH PERK
Wild Punga	-1	-5
Tribal (refined) Punga	-2	-15



## GHOUL ECOLOGY

**Quest Available:** POINT LOOKOUT—Plik's Safari

**Ranks Available:** 1

**Requirements:** During Miscellaneous Quest: Plik's Safari, ideally before you agree to pay Plik and enter his terrifying game, rummage around in his room to discover and read Plik's Journal. The advice it imparts automatically awards you with this perk.

» +5 to Damage (against Ghouls only)

» This perk is not only excellent, but simple to obtain. You now decimate most weaker Ghouls, especially with the Superior Defender Perk, and as with Superior Defender, weapons such as Assault Rifles and Gatling Lasers prove to be incredible at cutting down these flailing foes, simply because the damage modifier is applied per shot.

If you're looking for Achievements or Collectibles (including Unique Weapons charts) related to Broken Steel and Point Lookout, consult the Appendix.



## XENOTECH EXPERT

**MOTHERSHIP ZETA: This Galaxy Ain't Big Enough...**

**Ranks Available: 1**

**Requirements: Find the Shooting Range Gallery inside MZ3.16 Weapons Lab.**

Hit the switch to activate the two different shooting ranges (one featuring Brahmin, while the other teleports in Wastelanders, Deathclaws, Rad-scorpions, Raiders, Yao Guai, and other entities to fight each other). Fire on the foes or watch the combat until the perk is awarded.

» +20% to Damage output when using Alien technology



*Tip*

Continue to accrue Experience Points by teleporting in more enemies; defeat them from the relative safety of the balcony. This enables a better combat outcome when employing Alien ranged technology. The weapons for which you receive this bonus include the regular (and unique) variants of the following: Alien Atomizer, Alien Blaster Alien Disintegrator, Atomic Pulverizer, Captain's Sidearm, Destabilizer, Drone Cannon, Drone Cannon Ex-B, and MPLX Novasurge. The Shock Baton and Electro-Suppressor are not affected by this perk.

# Additional Factions

## Operation: Anchorage Factions



**CHINESE ARMY (SIMULATED)**



**U.S. ARMY (SIMULATED)**

With conditions deteriorating between the United States and China, a military presence in Alaska was established to prevent a possible invasion across the Bering Strait. With increasingly scarce oil reserves, a last deep-sea deposit below the Pacific Ocean was claimed by China before allegedly being sabotaged by American special operatives. Strained relationships spiraled downward into conflict as China marched on Alaska, and the Sino-American War of 2066–2077 erupted. Under the command of General Jingwei, the Chinese Army usurped control of Alaska's oil pipeline and reserves. In response, the Americans began what came to be called "The Anchorage Reclamation Operation" (2067–2077).

Under the leadership of General Constantine Chase, the U.S. Army battled fiercely to the front lines of the conflict before Chase began deploying specialized Power Armor units that began pushing the Chinese back. Future Power Armor suits were further refined as the conflict dragged on, and the Trans-Alaska Pipeline was reclaimed. With resources flowing through Canada, strained diplomatic tensions between Canada and the United States becoming problematic, and Canadian forces attacking the pipeline, the country was annexed.

A combination of inclement weather, constant American bombardment and trench warfare, and U.S. Powered Armor unit attacks sweeping through mainline China, the Chinese supply lines weakened and finally broke down completely. By the beginning of 2077, the city of Anchorage was finally liberated, the Chinese eradicated, and the operation deemed a success. A commemorative memorial was erected in Washington, D.C., in honor of the soldiers who fought and perished for the greater American good. Violence between America and pockets of Canadian freedom fighters continued throughout 2077, until the Great War obliterated almost all infrastructure, commerce, and human life.

## The Pitt Factions



**PITT RAIDERS**



**PITT SLAVES**



**TROGS**



**WILDMEN**

Following the Great War, survivors established a settlement on the remains of a city at the confluence of rivers. The rivers seem to provide a clear resource, and enough of the city was cleared by the bombs that a new settlement could be established. However, radioactive material and unidentified mutagens mixed into the groundwater, causing it to become slightly mutagenic and highly carcinogenic. As a result, the people in the new settlement began to change ever so slightly.

The changes were subtle, not nearly to the degree of the Super Mutants or the various Wasteland creatures, but over the next 140 years, it became undeniable that something was affecting the people of The Pitt. Starting from the first few years, children were often born with strange growths or extra vestigial limbs. The mutations never went far beyond the occasional hunchback or cleft palate, but it wasn't long before the vast majority of the residents of The Pitt developed some sort of physical deformity in their lifetimes. Although many children were born "clean," the older they got, the more likely that a problem would develop.

The most disturbing change that the environment caused was not nearly as noticeable as the physical deformities. The infected water and poisoned sky began to cause neurological damage to those exposed to it. People became more hostile, violent, and short-tempered; they became known as "Wildmen." Their emotions became out of control, and their actions often teetered on primal. In severe cases, mutated humans devolved into hunched, savage beasts nicknamed "Troggs." Over the first 50 years, The Pitt quickly degenerated into a dangerous den of murderers and rapists; even cannibalism was not uncommon. The only loyalty was in strength, and the only organization was between those who were strong enough to control others and those who were controlled.

Rumors of the horrors of The Pitt spread throughout the Wasteland, and all travelers knew to avoid it at all costs. However, The Pitt became



one of the most self-sufficient communities in the Wastes. Granted, their self-sufficiency relied on the citizens occasionally eating one another, but they functioned without trade or export.

In 2042, Star Paladin Lyons of the Brotherhood of Steel led the Scourge, a large-scale military action that wiped out nearly the entire population of The Pitt. In a single night, the Brotherhood swept through the city, eliminating any resident who put up a fight. Although the intent of the Scourge remains unclear, several unmutated children were taken from The Pitt by the Brotherhood and placed into initiate training. The motivations for the Scourge are unclear to this day, but many in the Brotherhood note that it was a marked change in the way the Brotherhood operates. Additionally, it is known that something was recovered from The Pitt during the Scourge, although to date it would seem that only Elder Lyons knows what it was.

It is said that a Brotherhood of Steel Paladin from the Scourge stayed on in The Pitt, seeking to bring law and order to the unwashed masses and creating an underclass of Pitt Slaves in the process, guarded by Pitt Raiders under his personal command. However, in the decades following the events of the Scourge, nobody has heard anything from The Pitt. Travelers who have gone to investigate have not returned, and no survivors have emerged.

## Broken Steel Factions



### BANDITS

Lead by an informally chosen leader named Split Jack, Bandits are roving bands of mercenaries that prey on Water Caravans for sustenance and profit. Wastelanders, Talon Company Mercenaries, and even Raiders and Ghouls are welcome to join the group, as long as a few ground rules are adhered to. To separate themselves from the other scum prowling the Wasteland, Split Jack has instilled a policy of "metal," by which every Bandit must wear distinctive Metal Armor and appropriate Metal Helmet headgear. This allows other Bandits to recognize each other in the heat of battle, and victims know who to fear. This sense of foresight also extends to Split Jack's Cap-collecting schemes. He's brought in a new era of fiscal responsibility, with Bandits realizing they can make more money with the threat of continuous violence than by killing alone. This simple extortion is a relatively new idea in the Wasteland, as survivors previously tended to gather what they could, as quickly as possible. Split Jack is also running what President Eden might call a "Dueling Democracy," with the power able to leave his hands at any moment if a challenger has the mettle (and Metal) to face him in one-on-one combat.



### ENCLAVE SIGMA

After the destruction of Raven Rock, the Enclave performed a mixture of tactical retreat and all-out flight, and their grip on the Capital Wasteland loosened severely. Now contending with malcontented soldiers, the remains of Enclave Camps dotted throughout the Wasteland with little or no contact or on-going tactical orders, and a lack of new recruits, the Enclave may be a doomed force. However, a small influx of specially trained fighters is seeking to fill the gap left by the Brotherhood of Steel's advances. Posted to previously unknown and highly secretive locations outside of the Capital Wasteland, only the most veteran of Enclave forces trained in multiple forms of combat earn the right to call themselves Sigma. These six-person squads feature a leader clad in Hellfire Armor and carrying an Incinerator, and each man in has seen numerous combat sorties and lived to tell about them. Sigma Squads are posted around locations deemed by Enclave high command as "imperative" to the salvation of the cause, so whenever you encounter Sigma Squads, you know something vital to the Enclave is close by.



### GHOUL GUARD

Ghoul Guards are non-feral, Underworld inhabitants pressed into service by Griffon, an entrepreneur working from the rotunda inside the Museum of History. They were lured with the promise of ailment cures thanks to Griffon's fabled "Aqua Cura." Griffon then sets about weeding the Punga from the plant, and reveals the true "essence" of Aqua Cura itself: that the liquid is nothing more than Dirty Water, rebottled in Aqua Pura containers. Not only are the Guards sworn to secrecy, but they are paid for their services and shut mouths. Guard responsibilities include off-loading shipments of Aqua Pura that Griffon has "obtained," siphoning the pure water into bathtubs so it can be sold to Raiders, Mercenaries, Outcasts, and other Factions not part of the Brotherhood's survival plan, and rebottling Aqua Cura to keep Griffon in supplies. Griffon is even flexible enough to allow his Guards to take as many Aqua Cura as they need, knowing full well that a sales patter is important to shift this dubious commodity.

## Point Lookout Factions



### SMUGGLERS

Riddling the southwest coast, boardwalk of Point Lookout, and the main road out of town toward the Cathedral, as well as the cliffs to the east, roving bands of Smugglers occupy much of the area, moving in to plunder the area of its natural resources, or slaying those who venture into their camps. They carry a wide variety of equipment, and seem to have a reasonably stable social order, although they have been known to execute their own from a plank high above the cliffs overlooking the Herzog Mine. Ruthless, unrepentant, and well-armed, they cannot be reasoned with, and must be fought.



### SWAMPFOLK

Although Point Lookout did not suffer a direct hit during the Great War, the radioactive fallout can be seen in the indigenous population that have slowly devolved over the decades, and now sport the "Point Lookout look." Sporting sinewy, pockmarked bodies oozing with strength and pus, the Swampfolk are a violent and stupid bunch, and they don't take well to strangers. They have a rudimentary belief system, and mark their territory (which is everywhere north and west of Point Lookout Township) with fetishes: straw dolls hanging from trees and bone totems. Anthropologists have speculated the Swampfolk have a belief in the occult, and some postulate they pray to a hitherto unknown entity named Ug-Qualtoth. Frighteningly strong, and ferociously territorial, they are among the most dangerous adversaries you may face.



### TRIBALS

These cultists firmly believe in the power of the Punga plant, and worship it when not trading it with outside forces such as Tobar the Ferryman. Tribals wish to concentrate on leaving their mortal bodies to travel into the astral plane, and Jackson, the leader of the Tribals, has traveled farther than most. Normally peace-loving, the Tribals have recently begun to assault the old Calvert Mansion, apparently under orders from Jackson himself. However, he's not the one pulling the strings. Aside from attacks on the Mansion, Tribals are mainly confined to the Ark & Dove Cathedral, where they grow Refined Punga Plants and seek enlightenment through the power of the Punga.

## Mothership Zeta Factions



### ALIENS

Once thought to be covered up by a government conspiracy and believed only by "crackpot" groups such as the Quære Verum, evidence of extraterrestrial life can be traced back throughout human history, but became nationally recognized after the mysterious disappearance of the Clarabella 7 space pod during the 1960s Space Race. It is said that Alien technology was the basis of many of the Enclave's more exotic and impressive weaponry and robotics, and even toy manufacturers such as Wilson Automatoys weren't immune to these accusations. Recently, after the discovery of an Alien body in Fort Bannister, the shocking truth was revealed. The Aliens are not only real and alive, but they're back. And they're pissed.

## The Bestiary

This Bestiary is segmented into two separate sections; adversaries that are human in form, and enemies that are more creature-like.

## Human Foes with Higher Functions

Humans have a different set of statistics than creatures, and it is important to note what each entails.

**NAME:** The name your Pip-Boy gives to the humanoid in question.

**LEVEL:** Although they can appear at any time, this foe is commonly encountered when you reach this level.

**PERCEPTION:** What Perception statistic rating the human has (1–10), measured the same way as your Perception. The higher the Perception, the quicker you're spotted.

**HEALTH:** The full Health of the human, prior to combat.

**BIG GUNS:** The enemy's Big Guns Skill (0–100), measured in the same way as yours.

**ENERGY WEAPONS:** The enemy's Energy Weapons Skill (0–100), measured in the same way as yours.

**MELEE WEAPONS:** The enemy's Melee Weapons Skill (0–100), measured in the same way as yours.

**SMALL GUNS:** The enemy's Small Guns Skill (0–100), measured in the same way as yours.

**ARMOR:** The type of armor the foe wears, and what to expect to find when looting the corpse. There may be other (random) items, but the noted item is always present.

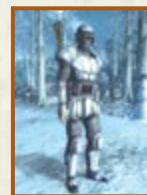
**PRIMARY WEAPON(S):** The preferred weapon the adversary first attacks with. There may be back-up weapons to worry about, too.

**XP:** XP gained from defeating the human.

### AMERICAN STRIKE TEAM (SIMULATED)

#### STRIKE TEAM INFANTRYMEN

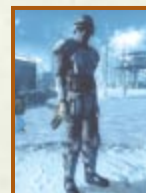
NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Strike Team Infantryman	1	7	130	15	19	17	40	Winterized Combat Armor	Assault Rifle	10
Strike Team Infantryman	3	7	140	15	19	17	49	Winterized Combat Armor	Assault Rifle	10
Strike Team Infantryman	6	7	150	15	19	17	58	Winterized Combat Armor	Assault Rifle	20
Strike Team Infantryman	12	7	165	15	19	17	71	Winterized Combat Armor	Assault Rifle	30
Strike Team Infantryman	19	7	130	15	19	17	84	Winterized Combat Armor	Assault Rifle	50





## STRIKE TEAM INFANTRYMEN

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Strike Team Grenadier	1	7	130	15	19	17	40	Winterized Combat Armor	10mm Submachine Gun, Frag Grenades	10
Strike Team Grenadier	3	7	140	15	19	17	49	Winterized Combat Armor	10mm Submachine Gun, Frag Grenades	10
Strike Team Grenadier	6	7	150	15	19	17	58	Winterized Combat Armor	10mm Submachine Gun, Frag Grenades	20
Strike Team Grenadier	12	7	165	15	19	17	71	Winterized Combat Armor	10mm Submachine Gun, Frag Grenades	30
Strike Team Grenadier	19	7	180	15	19	17	84	Winterized Combat Armor	10mm Submachine Gun, Frag Grenades	50



## STRIKE TEAM GRENADEIER

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Strike Team Missile Unit	1	5	130	37	14	39	39	Winterized Combat Armor	Missile Launcher, 10mm Pistol	10
Strike Team Missile Unit	3	5	140	46	14	48	48	Winterized Combat Armor	Missile Launcher, 10mm Pistol	10
Strike Team Missile Unit	6	5	150	55	14	57	57	Winterized Combat Armor	Missile Launcher, 10mm Pistol	20
Strike Team Missile Unit	12	5	165	68	14	70	70	Winterized Combat Armor	Missile Launcher, 10mm Pistol	30
Strike Team Missile Unit	19	5	180	81	14	83	83	Winterized Combat Armor	Missile Launcher, 10mm Pistol	50



## STRIKE TEAM MISSILE UNIT

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Strike Team Sniper	1	9	130	15	46	13	40	Winterized Combat Armor	Sniper Rifle, Combat Knife	10
Strike Team Sniper	3	9	140	15	55	13	49	Winterized Combat Armor	Sniper Rifle, Combat Knife	10
Strike Team Sniper	6	9	150	15	64	13	58	Winterized Combat Armor	Sniper Rifle, Combat Knife	20
Strike Team Sniper	12	9	165	15	77	13	71	Winterized Combat Armor	Sniper Rifle, Combat Knife	30
Strike Team Sniper	19	9	180	15	90	13	84	Winterized Combat Armor	Sniper Rifle, Combat Knife	50

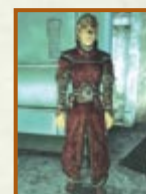


## STRIKE TEAM SNIPER UNIT

These units are requested and act as part of your own team during the final stages of Operation: Anchorage. It is most unwise to challenge even a lone U.S. Infantryman—simulated or otherwise—as the entire army then turns hostile, preventing you from completing any objectives and possibly making you fail your mission. Know who your allies are, you traitorous cur!

## BROTHERHOOD OF STEEL †

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Brotherhood of Steel Initiate	1	7	70	44	44	14	44	Brotherhood Power Armor	Flamer	10
Brotherhood of Steel Initiate	1	5	70	44	44	44	44	Brotherhood Power Armor	Laser Pistol / Laser Rifle	10
Brotherhood of Steel Initiate	1	6	65	14	14	43	47	Brotherhood Power Armor	Power Fist, Frag Grenades	10
Brotherhood of Steel Knight	7	7	95	57	57	14	57	Brotherhood Power Armor	Laser Pistol / Laser Rifle	20
Brotherhood of Steel Knight	7	6	90	14	14	57	61	Brotherhood Power Armor	Ripper, Frag Grenades	20
Brotherhood of Steel Paladin	11	7	125	74	74	14	74	Brotherhood Power Armor	Minigun / Gatling Laser	30
Brotherhood of Steel Paladin	11	7	125	74	74	14	74	Brotherhood Power Armor	Laser Pistol / Laser Rifle	30
Brotherhood of Steel Paladin	11	6	120	14	16	75	79	Brotherhood Power Armor	Super Sledge, Frag Grenades	30
Brotherhood of Steel Paladin	11	7	125	74	74	14	74	Brotherhood Power Armor	Missile Launcher	30
Brotherhood of Steel Scribe	n/a	5	55	13	13	11	13	Brotherhood Scribe Robe	10mm Submachine Gun	varies



† Brotherhood members are usually neutral or friendly toward you, unless you provoke them.

Brotherhood forces are tough to take down (especially because your father has sided with them!), and you might wish to wait to battle them until they train you to wear Power Armor. Each fallen soldier (whether killed by you or not) holds a holotag, which can be traded for Caps if you find Scribe Jameson in the Citadel. If you're interested in Energy Weapons, fire away!

### BROTHERHOOD OUTCAST †

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Brotherhood Outcast	1	5	70	44	14	44	44	Outcast Power Armor	Assault Rifle / 10mm Submachine Gun / Chinese Assault Rifle	10
Brotherhood Outcast	1	6	70	14	16	47	51	Outcast Power Armor	Power Fist, Frag Grenades	10
Brotherhood Outcast	1	7	70	44	46	14	44	Outcast Power Armor	Flamer	10
Brotherhood Outcast	7	7	95	57	59	14	57	Outcast Power Armor	Laser Pistol / Laser Rifle	20
Brotherhood Outcast	7	6	90	14	16	52	61	Outcast Power Armor	Ripper, Frag Grenades	20
Brotherhood Outcast	11	7	125	74	76	14	74	Outcast Power Armor	Minigun / Gatling Laser	30
Brotherhood Outcast	11	7	125	74	76	14	74	Outcast Power Armor	Laser Pistol / Laser Rifle	30
Brotherhood Outcast	11	6	120	14	16	75	79	Outcast Power Armor	Super Sledge, Frag Grenades	30
Brotherhood Outcast	11	7	125	74	76	14	74	Outcast Power Armor	Missile Launcher	30



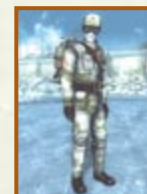
† Outcast members are usually haughty and unpleasant, but not violent toward you, unless provoked.

Should you engage Outcast Soldiers in combat, they are just as tough as the Brotherhood and Enclave forces, although their weapons are more antiquated. They sometimes trundle into a fight with a rusting robot to help them.

### CHINESE ARMY FORCES (SIMULATED)

#### CHINESE INFERNO UNITS

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Chinese Inferno Unit	1	5	40	37	14	39	39	Chinese Jumpsuit	Flamer	10
Chinese Inferno Unit	4	5	50	46	14	48	48	Chinese Jumpsuit	Flamer	10
Chinese Inferno Unit	6	5	60	55	14	57	57	Chinese Jumpsuit	Flamer	20
Chinese Inferno Unit	8	5	75	68	14	70	70	Chinese Jumpsuit	Flamer	30
Chinese Inferno Unit	11	5	90	81	14	83	83	Chinese Jumpsuit	Flamer	50



Due to the short range of their Flamer attacks and the large weapon that can be easily shot out of enemy hands, Inferno Units are only a problem at close quarters. Back off and drop them from a distance, or aim for their weapon if you're within their fire.

#### CHINESE LAUNCHER UNITS

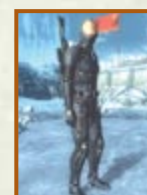
NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Chinese Launcher	1	5	40	37	14	39	39	Chinese Jumpsuit	Missile Launcher	10
Chinese Launcher	4	5	50	46	14	48	48	Chinese Jumpsuit	Missile Launcher	10
Chinese Launcher	6	5	60	55	14	57	57	Chinese Jumpsuit	Missile Launcher	20
Chinese Launcher	8	5	75	68	14	70	70	Chinese Jumpsuit	Missile Launcher	30
Chinese Launcher	11	5	90	81	14	83	83	Chinese Jumpsuit	Missile Launcher	50



These can present a real problem, as the damage their Missile Launcher causes is severe. Fortunately, they take a long time to reload, so tackle them during this period. Seek cover, away from your Strike Team, and optionally shoot the Launcher out of the foe's hands.

#### CHINESE SNIPER UNITS

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Chinese Sniper	1	9	40	15	46	13	40	Chinese Stealth Armor	Sniper Rifle	10
Chinese Sniper	4	9	50	15	55	13	49	Chinese Stealth Armor	Sniper Rifle	10
Chinese Sniper	6	9	60	15	64	13	58	Chinese Stealth Armor	Sniper Rifle	20
Chinese Sniper	8	9	75	15	77	13	71	Chinese Stealth Armor	Sniper Rifle	30
Chinese Sniper	11	9	90	15	90	13	84	Chinese Stealth Armor	Sniper Rifle	50



Clad in Stealth Armor, these soldiers look similar to the Dragoons but are less tough when you finally find them. Sometimes cloaked, they are difficult to spot. Before you attack other enemy types, either charge in, dodging their fire, or react by attacking them from cover, usually at range.



## CHINESE SOLDIERS

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Chinese Soldier	1	4	40	15	13	40	40	Chinese Jumpsuit	Chinese Assault Rifle	10
Chinese Soldier	4	4	50	15	13	50	50	Chinese Jumpsuit	Chinese Assault Rifle	10
Chinese Soldier	6	4	60	15	13	60	60	Chinese Jumpsuit	Chinese Assault Rifle	20
Chinese Soldier	8	4	75	15	13	75	75	Chinese Jumpsuit	Chinese Assault Rifle	30
Chinese Soldier	11	4	90	15	13	90	90	Chinese Jumpsuit	Chinese Assault Rifle	50



Usually armed with Assault Rifles, Grenades, and other weaponry you have encountered before, your favored tactics work just as well with simulated enemies. All the following are viable strategies: use Stealth Boys and Sneaking tactics, followed by a Grenade Pickpocket; lay Mines and coax foes into them; lob Frag Grenades to soften up your enemies and then shoot quick bursts of fire; or charge foes with a close-combat weapon.

## CRIMSON DRAGON SPECIAL UNITS

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Crimson Dragon	1	4	40	15	13	40	40	Chinese Stealth Armor	Chinese Assault Rifle, Chinese Pistol	10
Crimson Dragon	4	4	50	15	13	50	50	Chinese Stealth Armor	Chinese Assault Rifle, Chinese Pistol	10
Crimson Dragon	6	4	60	15	13	60	60	Chinese Stealth Armor	Chinese Assault Rifle, Chinese Pistol	20
Crimson Dragon	8	4	75	15	13	75	75	Chinese Stealth Armor	Chinese Assault Rifle, Chinese Pistol	30
Crimson Dragon	11	4	90	15	13	90	90	Chinese Stealth Armor	Chinese Assault Rifle, Chinese Pistol	50



The most troublesome of the Chinese foot soldiers, Dragons are usually cloaked and will ambush you. Seek cover, and lob a Grenade down a corridor that seems suspiciously quiet. But the biggest help is your V.A.T.S., which can spot cloaked Dragons (but not lock onto them), allowing you to shoot at them manually before they appear.

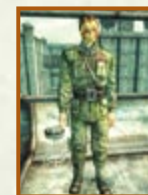
## CHINESE VEHICLE CHIMERA TANK

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Chimera Tank	12	3	500	N/A	Laser Cannon	750/sec	150-degree aiming arc	Microfusion cells	Power generator takes double damage, Hull takes half damage, Tracks take 75% damage.	50

You need only face a few of these colossal tanks and give them a battering before they explode. You can seek cover and distance, then sidestep out, shower the tank in your favored ordnance, and step back into cover. Or, you can circle-strafe around to the tank's rear, where the vehicle's turret cannot strike you, and pepper the armor with gunfire until the tank explodes.

## CHINESE REMNANT SOLDIER

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Chinese Remnant Soldier †	1	5	25	28	15	28	30	Dirty Chinese Jumpsuit	Chinese Pistol	10
Chinese Remnant Sergeant †	6	5	40	41	15	41	43	Dirty Chinese Jumpsuit	Chinese Assault Rifle	10
Chinese Remnant Officer †	10	5	55	54	15	54	56	Dirty Chinese Jumpsuit	Chinese Assault Rifle	20



Very few Chinese Remnant Soldiers are left 200 years after being stranded here. All are Ghouls, and although they fire an excellent Small Gun, they are prone to fleeing. The Sergeant and Officer class are better at combatting your attacks.

† May flee

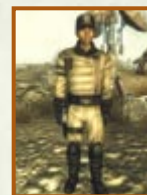
## ENCLAVE

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Enclave Soldier	1	6	45	16	45	14	47	Enclave Power Armor	Laser Pistol	10
Enclave Soldier	1	6	45	16	45	47	12	Enclave Power Armor	Ripper, Frag Grenades	10
Enclave Soldier	7	6	80	16	68	14	70	Enclave Power Armor	Laser Rifle	20
Enclave Soldier	7	6	80	16	68	70	12	Enclave Power Armor	Ripper, Plasma Grenades	20
Enclave Soldier	11	6	125	87	87	16	12	Enclave Power Armor	Flamer, Plasma Grenades	30



(Enclave continued)

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Enclave Soldier	11	6	125	16	83	16	16	Enclave Power Armor	Laser Rifle	30
Enclave Soldier	18	6	170	100	100	16	12	Enclave Power Armor	Minigun / Gatling Laser	50
Enclave Soldier	18	6	170	16	100	16	16	Enclave Power Armor	Plasma Rifle	50
Enclave Soldier	18	6	170	100	100	16	12	Enclave Power Armor	Missile Launcher	50
Enclave Officer	n/a	6	125	16	100	16	16	Enclave Officer Uniform	Plasma Pistol, Plasma Grenades	50
Enclave Scientist †	n/a	6	20	11	17	11	17	Enclave Scientist Outfit	Laser Pistol	10

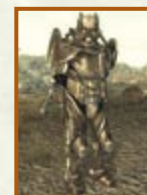


† Will flee

The other way to claim a lot of Energy Weapons is to take on these well-armored and powerful foes. They are one of the few sources of Plasma Weapons. Unlike the Brotherhood, these well-trained foes attack you on sight, and they are highly accurate and skilled. They also have robots and Modified Deathclaws on occasion.

### ENCLAVE SOLDIER [SIGMA]

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Enclave Soldier	18	6	250	100	100	16	12	Tesla Armor	Mini-Gun, Gatling Laser	50
Enclave Soldier	18	6	250	16	100	16	16	Enclave Hellfire Armor	Plasma Rifle, Plasma Mines	50



Supremely professional and battle-hardened, these six-man squads can prove to be troublesome, especially the leader armed with a Heavy Incinerator and Hellfire Armor. Use the tactics that have served you well in the past, or lob in a highly powerful Grenade (such as the Nuka Grenade) before the squad fans out to damage as many as possible.

### ENCLAVE HELLFIRE TROOPER

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Enclave Hellfire Trooper	18	6	250	100	100	16	12	Enclave Hellfire Armor	Heavy Incinerator	50



Offering an arcing series of flame bolts that burn and damage, plus impressive Armor, the Hellfire Trooper can be a real problem. However, keep him at range to avoid the close assault burning, and seek cover, so his bolts dissipate harmlessly, after which you can step out, return fire, and step back into cover before retaliation occurs.

## PITT RAIDERS AND WILDMEN

Pitt Raiders have special armor, which has the same protective quality as Raider armor. The differences are purely superficial; otherwise, they are identical to the D.C. Wasteland Raider. Almost all Pitt Raiders are armed with a ranged weapon (although some favor melee clubbing weapons), so targeting that weapon to weaken their combat potential is a possibility. Otherwise, when fighting these enemies, aim for the head, take them down one at a time, and backtrack to the many potential cover spots throughout The Pitt.

Wildmen have mercenary attire and armor. Otherwise, they are statistically identical to the D.C. Wasteland Raider. Use the same essential tactics for tackling Wildmen as you would for dispatching Pitt Raiders, but watch out because Wildmen are always violent and usually charge you. If you can, leave Troggs and Wildmen to fight among themselves. Otherwise, attack them with ranged guns as soon as you spot them, switching to your favored weapon as they charge you.



## PITT SLAVES AND COMBAT SLAVES

### PITT SLAVES

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Pitt Slave	1	7	20	9	17	11	13	Tattered Slave Outfit	Steel Saw	10
Pitt Slave	1	5	45	15	15	34	32	Tattered Slave Outfit	Auto Axe	10
Pitt Slave	4	5	85	15	15	47	45	Tattered Slave Outfit	Auto Axe	10
Pitt Slave	7	5	45	15	15	63	66	Tattered Slave Outfit	Auto Axe	20



A downtrodden lot, Pitt Slaves are valiant when they rise up and are docile when under the iron fist of the Pitt Raider. They are usually armed with Steel Saws or Auto Axes and can deflect your melee weapon attacks. They fall easily to ranged gunfire, however. Don't get swamped!



## COMBAT SLAVES

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Slave Combatant	1	7	20	9	17	11	13	Raider Armor	Chinese Assault Rifle	10
Raider Fighter	1	5	25	13	15	32	34	Raider Armor	Chinese Assault Rifle	10
Raider Fighter	3	5	55	13	15	45	47	Raider Armor	Chinese Assault Rifle	10
Raider Fighter	5	5	85	13	15	66	68	Raider Armor	Chinese Assault Rifle	10

As you encounter these enemies only in the Arena, choose your favorite weapon and destroy your foes with it. Dash into the scaffold cage at one side of the Arena to avoid their gunfire, and take down each foe one at a time.



## RAIDER †

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Raider	1	5	25	13	15	32	34	Raider Armor	.32 Pistol / Chinese Pistol / 10mm Pistol	10
Raider	1	5	30	15	15	34	32	Raider Armor	Pool Cue / Knife / Baton / Tire Iron, Frag Grenades	10
Raider	1	5	25	13	15	32	34	Raider Armor	Hunting Rifle	10
Raider	4	5	55	13	15	45	47	Raider Armor	Hunting Rifle / Sawed Off Shotgun / Assault Rifle	10
Raider	4	5	60	15	15	47	45	Raider Armor	Lead Pipe / Baseball Bat / Combat Knife, Frag Grenades	10
Raider	4	5	55	13	15	45	47	Raider Armor	Hunting Rifle	10
Raider	4	5	55	41	15	45	45	Raider Armor	Flamer	10
Raider	7	5	85	13	15	66	68	Raider Armor	Assault Rifle / Combat Shotgun / 10mm Submachine Gun	20
Raider	7	5	90	15	15	68	66	Raider Armor	Lead Pipe / Knife / Sledgehammer / Chinese Sword, Frag Grenades	20
Raider	7	5	85	13	15	66	68	Raider Armor	Hunting Rifle	20
Raider	7	5	85	62	15	66	66	Raider Armor	Missile Launcher	20



† Raiders may flee

For the accomplished combat specialist, Raiders are the least-troubling enemies, as long they are encountered in small groups of four or less. They shout, aren't particularly Perceptive, and carry low-to-mid quality loot. Build up your XP hunting these freaks.

## SLAVER †

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Slaver	n/a	4	75-110	13	13	41-74	41-74	Merc Outfit	Various Pistols / Rifles / 10mm Submachine Gun / Combat Shotgun	varies

Slavers are slightly more battle-tested than Raiders, but just as merciless. As with Raiders, they are prone to fleeing, so aim for their legs to ensure a slow getaway.



† Slaver may flee

## SMUGGLER

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Smuggler	1	7	80	17	19	58	58	Leather	Brass Knuckles, Police Baton, Spiked Knuckles, Frag Grenades	20
Smuggler	8	7	105	17	19	71	71	Merc, Combat Armor	Knife, Tire Iron, Switchblade, Frag Grenades	30
Smuggler	12	7	135	17	19	84	84	Merc, Combat Armor	Combat Knife, Sledgehammer, Lead Pipe, Frag Grenades	50
Smuggler	20	7	170	17	19	92	92	Combat Armor, Merc	Super Sledge, Sledgehammer, Plasma Grenades	50
Smuggler	23	7	195	17	19	100	100	Combat Armor, Merc	Super Sledge, Ripper, Power Fist, Plasma Grenades	0



(Smuggler continued)

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Smuggler	1	7	75	15	60	17	58	Leather	10mm Pistol, .32 Pistol	20
Smuggler	8	7	100	15	73	17	71	Merc, Combat Armor	10mm Submachine Gun, Sawed-Off Shotgun, Hunting Rifle	30
Smuggler	12	7	130	15	86	17	84	Merc, Combat Armor	Assault Rifle, Chinese Assault Rifle, Combat Shotgun	50
Smuggler	15	7	165	15	92	17	92	Combat Armor, Merc	Laser Rifle, Sniper Rifle	50
Smuggler	20	7	215	15	100	17	100	Combat Armor, Merc	Laser Rifle, Sniper Rifle	0

Think of Smugglers as battle-tested Raiders, with the same cunning attack patterns and group offensive maneuvering. Seek cover, rather than facing them on a sandy beach with only the wind to stand near. Instead use building corners, coaxing toughened troops into single combat. Any of your favored tactics work on these ne'er-do-wells.

## TALON COMPANY MERCENARY

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Talon Company Merc ‡	1	7	75	15	64	17	62	Talon Combat Armor	Laser Pistol / Hunting Rifle / Assault Rifle	10
Talon Company Merc ‡	1	7	80	17	19	62	62	Talon Combat Armor	Police Baton / Combat Knife, Frag Grenades	10
Talon Company Merc ‡	1	7	75	15	64	17	62	Talon Combat Armor	Sniper Rifle	10
Talon Company Merc ‡	8	7	105	15	77	17	75	Talon Combat Armor	Laser Pistol / 10mm Submachine Gun / Assault Rifle / Combat Shotgun	20
Talon Company Merc ‡	8	7	110	17	19	75	75	Talon Combat Armor	Police Baton / Combat Knife, Frag Grenades	20
Talon Company Merc ‡	8	7	105	15	77	17	75	Talon Combat Armor	Sniper Rifle	20
Talon Company Merc ‡	8	7	105	73	19	17	75	Talon Combat Armor	Flamer / Missile Launcher	20
Talon Company Merc	12	7	135	15	90	17	68	Talon Combat Armor	Laser Rifle / Combat Shotgun / Chinese Assault Rifle	30
Talon Company Merc	12	7	140	17	19	88	88	Talon Combat Armor	Police Baton / Combat Knife, Frag Grenades	
Talon Company Merc	12	7	135	86	19	17	88	Talon Combat Armor	Missile Launcher	30
Talon Company Merc	12	7	135	15	90	17	88	Talon Combat Armor	Sniper Rifle	30



‡ May flee

Tougher than Raiders, but not on par with those enemies clad in Power Armor, these thugs are more "professional" and don't flee the combat arena, but they aren't wearing enough protection to cause consternation.

## VETERAN MERCENARY

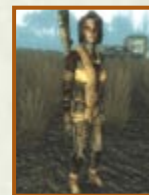
NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Talon Company Merc	18	7	300	15	100	17	100	Talon Combat Armor	Chinese Assault Rifle, Combat Shotgun, Laser Rifle	50
Talon Company Merc	18	7	300	17	19	100	100	Talon Combat Armor	Combat Knife, Police Baton, Frag Grenades	50
Talon Company Merc	18	7	300	99	19	17	100	Talon Combat Armor	Missile Launcher	50
Talon Company Merc	18	7	300	15	100	17	100	Talon Combat Armor	Sniper Rifle	50



More senior members of the Talon Company seek battles and Aqua Pura, and combating them means looking closely at their weapons to determine how far away they'll be before they start firing. Then beat them to the trigger, or charge in if you're a close-combat killing machine.

## TRIBAL

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Tribal	1	5	95	15	15	29	27	Tribal Garb	Combat Knife	20
Tribal	8	5	165	15	15	73	71	Tribal Garb	Combat Knife	30
Tribal †	12	5	230	15	15	86	84	Tribal Garb	Axe, Combat Knife	50
Tribal †	20	5	290	15	15	94	96	Tribal Garb	Axe	50





(Tribal continued)

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Tribal †	23	5	415	15	15	100	100	Tribal Garb	Axe, Combat Knife	50
Tribal	1	7	120	13	19	58	58	Tribal Garb	Hunting Rifle	20
Tribal	8	7	160	13	19	71	71	Tribal Garb	Hunting Rifle	30
Tribal †	12	7	225	13	19	84	84	Tribal Garb	Lever-Action Rifle, Double-Barrel Shotgun, Hunting Rifle	50
Tribal †	20	7	285	13	19	92	92	Tribal Garb	Lever-Action Rifle, Double-Barrel Shotgun, Hunting Rifle	50
Tribal †	23	7	410	13	19	100	100	Tribal Garb	Lever-Action Rifle, Double-Barrel Shotgun, Hunting Rifle	50

† + 35 Damage Against Player

Even with Punga on their side, Tribals aren't as tough as the other inhabitants of Point Lookout, and they can be slaughtered using the favored techniques you've learned when striking down Raiders, Mercs, or the Enclave during previous altercations. Tribals can also be friendly, so only attack them if you've "accidentally" slaughtered their leader, or another Tribal in front of others.

## TROGS

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Trog Fledgling	1	3	15	5	None	N/A	—	—	Fast	10
Trog	6	4	30	16	None	N/A	—	—	Fast	20
Trog Brute	9	5	50	32	None	N/A	—	—	Fast	30
Trog Savage	12	6	65	50	None	N/A	—	—	Fast	50



Trogs are fast-moving, hug the ground as they scamper, and inflict massive hemorrhaging damage at close quarters. Naturally, ranged weaponry is an excellent choice; in fact, any weapon you've used against Ghouls in the past works just as well against Trogs. If a Trog manages to reach you, the Auto Axe is an excellent choice for chopping them into sinewy chunks. The V.A.T.S. also usually allows you to kill them before they damage you.

## U.S. ARMY FORCES (SIMULATED)

### AMERICAN INFERNO UNITS

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
American Inferno Unit	1	5	40	37	14	39	39	Winterized Combat Armor	Flamer	10
American Inferno Unit	4	5	50	46	14	48	48	Winterized Combat Armor	Flamer	10
American Inferno Unit	6	5	60	55	14	57	57	Winterized Combat Armor	Flamer	20
American Inferno Unit	8	5	75	68	14	70	70	Winterized Combat Armor	Flamer	30
American Inferno Unit	11	5	90	81	14	83	83	Winterized Combat Armor	Flamer	50



### AMERICAN LAUNCHER UNITS

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
American Launcher	1	5	40	37	14	39	39	Winterized Combat Armor	Missile Launcher	10
American Launcher	4	5	50	46	14	48	48	Winterized Combat Armor	Missile Launcher	10
American Launcher	6	5	60	55	14	57	57	Winterized Combat Armor	Missile Launcher	20
American Launcher	8	5	75	68	14	70	70	Winterized Combat Armor	Missile Launcher	30
American Launcher	11	5	90	81	14	83	83	Winterized Combat Armor	Missile Launcher	50



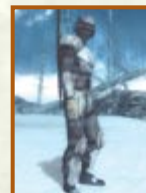
### AMERICAN SNIPER UNITS

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
American Sniper	1	9	40	15	46	13	40	Winterized Combat Armor	Sniper Rifle	10
American Sniper	4	9	50	15	55	13	49	Winterized Combat Armor	Sniper Rifle	10
American Sniper	6	9	60	15	64	13	58	Winterized Combat Armor	Sniper Rifle	20
American Sniper	8	9	75	15	77	13	71	Winterized Combat Armor	Sniper Rifle	30
American Sniper	11	9	90	15	90	13	84	Winterized Combat Armor	Sniper Rifle	50



### AMERICAN SOLDIERS

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
American Soldier	1	4	40	15	13	40	40	Winterized Combat Armor	Assault Rifle	10
American Soldier	4	4	50	15	13	50	50	Winterized Combat Armor	Assault Rifle	10
American Soldier	6	4	60	15	13	60	60	Winterized Combat Armor	Assault Rifle	20
American Soldier	8	4	75	15	13	75	75	Winterized Combat Armor	Assault Rifle	30
American Soldier	11	4	90	15	13	90	90	Winterized Combat Armor	Assault Rifle	50



### AMERICAN POWERED ARMOR SOLDIER UNITS

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Powered Armor Soldier	1	5	70	44	14	44	44	T-51b Power Armor (Winterized)	Laser Rifle, Laser Pistol	10
Powered Armor Soldier	7	7	95	57	59	13	57	T-51b Power Armor (Winterized)	Laser Rifle, Laser Pistol	20
Powered Armor Soldier	11	7	125	74	76	13	74	T-51b Power Armor (Winterized)	Laser Rifle, Laser Pistol	30



## WASTELANDER AND GHOUL (NON-FERAL) †

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Caravan Guard	n/a	6	290	14	17	91	93	Leather Armor	Assault Rifle, Frag Grenades	50
Megaton Settler ‡	n/a	5	35	12	14	16	45	Various Clothing	.32 Pistol / Chinese Pistol / 10mm Pistol / Knife / Combat Knife / Lead Pipe	10
Rivet City Security ‡	n/a	6	55–85	14	16	52–76	54–78	Rivet City Security Uniform	Submachine Gun	varies
Scavenger ‡	n/a	5	140–170	13	15	15	55	Roving Trader Outfit	Various Pistols / Rifles / 10mm Submachine Gun / Sawed-off Shotgun	10
Tenpenny Resident ††	n/a	5	40	12	14	16	45	Various Clothing	None	10
Tenpenny Security Guard	n/a	6	65	14	16	61	63	Tenpenny Security Uniform	Assault Rifle	20
Underworld Resident ‡	n/a	5	45	12	14	16	49	Various Clothing	.32 Pistol / Chinese Pistol / 10mm Pistol / Knife / Combat Knife / Lead Pipe	10
Wastelander ‡	n/a	5	25	12	14	31	31	Wasteland Apparel	Various Pistols / Melee Weapons / Hunting Rifle, Frag Grenades	varies
Wastelander (Ghoul) ‡	n/a	5	25	12	14	31	31	Wasteland Apparel	Various Pistols / Melee Weapons / Hunting Rifle, Frag Grenades	varies



† These are Ghouls that are either neutral toward you, or hostile but still attack with weapons, not their bare claws.

†† Will flee

‡ May flee

Wastelanders come in a wide variety, ranging from the Tenpenny Tower civilian to the well-trained Rivet City guard. A good rule to follow is to check whether your Wastelander is apt to flee; they're more of a push-over.

Ghouls wear shabby but recognizable clothes, speak rather than snarl, immediately charge you, and have deep suspicions about "smoothskin" humans. They similar to Raiders as a threat.



# Creatures and Wild Abominations

Creatures have a different set of statistics than human enemies, and it is important to learn what each means.

**NAME:** The name your Pip-Boy gives to the entity in question.

**LEVEL:** Although they can appear at any time, a creature is commonly encountered when you reach this level.

**INVENTORY:** What the creature has when you inspect the corpse. There may be other (random) items, but the noted item is always present.

**PERCEPTION:** What Perception statistic rating the creature has (1–10), measured the same way as your Perception. The bigger the Perception number, the quicker you're spotted.

**HEALTH:** The full health of the creature, prior to combat.

**DAMAGE:** What damage it inflicts with its usual, regular weapon.

**SPECIAL WEAPON:** Whether the creature has a special or unique attack.

**DAMAGE:** What damage the special or unique attack inflicts.

**WEAPON NOTES:** Any pertinent data regarding damage, or special damage caused.

**XP:** XP gained from defeating the creature.

**NOTES:** Specific notes particular to the creature; useful tactical information.

## ABOMINATIONS

NAME	LEVEL	INVENTORY	PERCEPTION	HEALTH	DAMAGE	SPECIAL WEAPON	DAMAGE	WEAPON NOTES	XP	NOTES
Abomination	1	—	4	50	10	—	—	—	5	—
Abomination	11	—	6	130	20	—	—	—	10	—
Abomination	13	—	8	125	30	—	—	—	25	—
Abomination	19	—	8	250	40	—	—	—	50	—
Abomination	23	—	8	360	50	—	—	—	50	—
Abomination	25	—	8	500	75	—	—	—	50	—

Large and horrific, Abominations are half-human, half-alien hybrids with semi-transparent skin and a single-minded purpose: killing everything. They have no ranged weapons, so attack them from a distance. Otherwise, treat them as a very powerful Ghoul.

Centaur	7	—	9	100	27	Radioactive Spit	30	50 rads/10 sec.	5	Legs take 75% damage, tongues take 25% damage
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Slow-moving, but spitting a highly dangerous radioactive poison, this is an abomination in the true sense of the word. This crime against nature is usually the sign of nearby Super Mutants. Aim at the head or torso to quickly stop it.

Deathclaw	13	Deathclaw Hand	8	500	100	—	—	—	50	Very fast!
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Deathclaws are arguably the fiercest creatures in the game aside from a Behemoth, with a tough hide, a quickness that overwhelms, and massive damage from their swiping claws. Attack from range, preferably with Sniper Rifles or Plasma Weapons, and switch to powerful closer combat weapons as they close. If you get a chance, drop some Mines before the combat begins. There are also Modified Deathclaws, controlled by the Enclave, that are identical aside from metal headgear.

Super Mutant	1	Hunting Rifle, .32 Caliber Ammo	3	100	4	Hunting Rifle	See weapon	—	10	—
Super Mutant	1	Nail Board	3	100	4	Nail Board	See weapon	—	10	May carry grenades
Super Mutant Brute	10	Assault Rifle, 5.56mm Ammo	5	250	5	Assault Rifle	See weapon	—	25	—
Super Mutant Brute	10	Sledgehammer	5	250	5	Sledgehammer	See weapon	—	25	May carry Grenades
Super Mutant Brute	10	Minigun, 5mm Ammo	5	250	5	Minigun	See weapon	—	25	—
Super Mutant Brute	10	Missile Launcher, Missiles	5	250	5	Missile Launcher	See weapon	—	25	—
Super Mutant Master	13	Chinese Assault Rifle, 5.56mm Ammo	6	360	6	Chinese Assault Rifle	See weapon	—	50	—
Super Mutant Master	13	Super Sledge	6	360	6	Super Sledge	See weapon	—	50	May carry Grenades
Super Mutant Master	13	Minigun, 5mm Ammo	6	360	6	Minigun	See weapon	—	50	—
Super Mutant Master	13	Missile Launcher, Missiles	6	360	6	Missile Launcher	See weapon	—	50	—
Super Mutant Behemoth	n/a	Loaded with loot	5	2,000	6	Fire Hydrant	100	—	50	Very fast!
Super Mutant Overlord	23	Gatling Laser, Ammo	8	1,250	6	Gatling Laser	See Weapon	—	50	—
Super Mutant Overlord	23	Tri-Beam Laser Rifle, Ammo	8	1,250	6	Tri-Beam Laser Rifle	See Weapon	—	50	Occasionally Drops Mini-Nuke
Super Mutant Overlord	23	Super Sledge, Frag Grenades	8	1,250	6	Super Sledge, Frag Grenades	See Weapon	—	50	Occasionally Drops Mini-Nuke
Super Mutant Overlord	23	Missile Launcher, Missiles	8	1,250	6	Missile Launcher	See Weapon	—	50	Occasionally Drops Mini-Nuke

Super Mutants are perhaps the biggest threat to your existence, as they are scattered in numerous areas, are as violent as they are ugly, and have a large amount of Health. They sometimes employ Grenades, never flee, and are always aggressive, meaning you need to finish them off with everything you've got. Use arm shots to force them to drop their weapons. Once their arms are crippled, their aim is horrible. Occasionally, large groups of Super Mutants (also known as "Muties") bring a stupid but stupendously powerful Behemoth; it inflicts colossal damage from its fire hydrant pole, and is best tackled using a Fat Man and Mini-Nuke.

**Super Mutant Overlord:** The key to obtaining the Tri-Beam Laser Rifle (if you spot it being carried by this beast), the Overlord is a supremely tough Super Mutant with an insanely large amount of health, and a determined method of slaying you. If you don't want to waste a Mini-Nuke killing one with a single shot (after which you can hope the Overlord drops one, which they sometimes do), your usual Super Mutant attack patterns are necessary.

## ALIENS

NAME	LEVEL	INVENTORY	PERCEPTION	HEALTH	DAMAGE	SPECIAL WEAPON	DAMAGE	WEAPON NOTES	XP	NOTES
Alien	1	Alien Atomizer, Alien Disintegrator	6	25	2	Alien Atomizer, Alien Disintegrator	See Weapon	—	5	—
Alien	11	Alien Atomizer, Alien Disintegrator	8	75	2	Alien Atomizer, Alien Disintegrator	See Weapon	—	10	—
Alien	13	Alien Atomizer, Alien Disintegrator	8	125	5	Alien Atomizer, Alien Disintegrator	See Weapon	—	25	—
Alien	19	Alien Atomizer, Alien Disintegrator	9	250 †	10	Alien Atomizer, Alien Disintegrator	See Weapon	—	50	† Force Shield = DR 25
Alien	23	Alien Atomizer, Alien Disintegrator	10	250 †	10	Alien Atomizer, Alien Disintegrator	See Weapon	—	50	† Force Shield = DR 40
Alien	25	Alien Atomizer, Alien Disintegrator	10	250 †	10	Alien Atomizer, Alien Disintegrator	See Weapon	—	50	† Force Shield = DR 55
Alien	1	Shock Baton	6	25	2	Shock Baton	See Weapon	—	5	—
Alien	11	Shock Baton	8	75	2	Shock Baton	See Weapon	—	10	—
Alien	13	Shock Baton	8	125	5	Shock Baton	See Weapon	—	25	—
Alien	19	Shock Baton	9	250 †	10	Shock Baton	See Weapon	—	50	† Force Shield = DR 25
Alien	23	Shock Baton	10	250 †	10	Shock Baton	See Weapon	—	50	† Force Shield = DR 40
Alien	30	Shock Baton	10	250 †	10	Shock Baton	See Weapon	—	50	† Force Shield = DR 55

The large, bulbous heads of these hated extraterrestrials are the best body parts to aim at, especially as Aliens are relatively weak, making up for physical limitations by their use of extremely damaging technology. Hide, and execute them with a headshot.

As you progress through the Mothership, Aliens may deploy Sphere Shields. Destroy them by lobbing grenades over them, or side-step around them. Some Aliens also use Force Shields, toughening them up and making them much more difficult to kill. Expect long, drawn-out combat with these fiends.

Alien Worker	1	—	4	30	10	—	—	—	1	Always flees
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Timid and fearful, Workers (easily distinguished by their red jumpsuits) pose no threat to you, except when they occasionally flee into a subsequent chamber and are noticed by other Aliens. Avoid killing them unless you want the Karma loss.

## ANIMALS

NAME	LEVEL	INVENTORY	PERCEPTION	HEALTH	DAMAGE	SPECIAL WEAPON	DAMAGE	WEAPON NOTES	XP	NOTES
Dog	1	Dog Meat	8	20	5	—	—	—	1	—
Vicious Dog	1	Dog Meat	8	60	12	—	—	—	5	Fast
Raider Guard Dog	1	Dog Meat	8	60	12	—	—	—	5	Fast

Minimally affected by radiation, Dogs, whether the property of a Scavenger or more feral varieties, are quick, but no match for your latest hardware. You might want to aim at their legs to slow them down.

## FERAL GHOULS

NAME	LEVEL	INVENTORY	PERCEPTION	HEALTH	DAMAGE	SPECIAL WEAPON	DAMAGE	WEAPON NOTES	XP	NOTES
Feral Ghoul	1	—	3	25	5	—	—	—	5	—
Feral Ghoul Roamer	6	—	4	80	16	—	—	—	10	—



(Feral Ghoul continued)

NAME	LEVEL	INVENTORY	PERCEPTION	HEALTH	DAMAGE	SPECIAL WEAPON	DAMAGE	WEAPON NOTES	XP	NOTES
Glowing One	13	—	5	240	32	Radiation Burst	5	50 Rads	25	Healed by radiation
Feral Ghoul Reaver	22	—	7	1,100	100	Radioactive Gore	250	+ Rads	50	—
Swamp Ghoul	1	—	3	25	5	—	—	—	5	—

Feral Ghouls are humans that have slowly turned into Ghouls, and then lost all sanity and become completely mad. They exist to shriek, tear flesh from humans, and consume it afterward. They are easy to sneak up on and susceptible to headshots. As long as you're not overwhelmed, you can tackle them methodically without issues. That is, until you come across a Glowing One! This fearsome beast is a radioactive mutation that gives off pulses of Radiation that actually heals itself and any nearby Feral Ghouls; tackle this first, and be swift about it! Mines laid in a path are a great way to wound a Glowing One, before finishing it at close quarters. Finally, if you're given a Ghoul Mask by Roy Phillips at the conclusion of **Miscellaneous Quest: Tenpenny Tower**, you can maneuver around Ghouls with impunity, as long as you don't attack them.

**Feral Ghoul Reaver:** Powerful, emitting a terrible radiation, and incredibly tough, this is one of the scariest lumpy-skinned atrocities you've witnessed, rivaling even the Glowing One! Always take out a Reaver first, backing away to avoid the bulk of its attacks (and radiation). Crippling the legs with a Dart Gun works very well here, as does a point-blank shotgun blast to the head.

**Swamp Ghoul:** Easily distinguished from their Ghoul brethren by their whitish skin and low constitution, Swamp Ghouls are easy cannon fodder, and should not present any difficulty, thus allowing you to attack their toughened cousins. Swamp Ghouls roam the northern swamps, and the cemetery north of the Ark & Dove Cathedral. Don't forget your Ghoul Mask!

## MUTATED ANIMALS

NAME	LEVEL	INVENTORY	PERCEPTION	HEALTH	DAMAGE	SPECIAL WEAPON	DAMAGE	WEAPON NOTES	XP	NOTES
Brahmin	n/a	Brahmin Steak	3	40	8	—	—	—	1	Heads take 50% damage.

Offering nothing more than some steak, you can easily drop these grazing animals if you're hungry. Aim for the heads for a quick takedown.

Mirelurk	1	Mirelurk Meat	4	120	28	—	—	—	10	Torso takes half damage
Mirelurk Hunter	9	Mirelurk Meat	6	250	50	—	—	—	25	Torso takes half damage
Mirelurk King	13	Mirelurk Meat, Softshell Mirelurk Meat	7	375	35	Shriek	10	50 dmg ignores armor, PE -10/10 sec.	50	—
Swamplurk	20	Mirelurk Meat	9	600	60	Radioactive Spit	100+	—	50	Radioactive spit arcs through the air—dodge it

The trick to tackling a Mirelurk is not to aim at the well-protected torso, but hit the small face, or failing that, the pincer arms or legs. Mines are a great way to slow them down. Beware the King as his shriek attack ignores all armor; sidestep the shriek shockwave if you can. Also note that Mirelurk Meat is the tastiest treat around!

Mole Rat	1	Mole Rat Meat	3	40	15	—	—	—	5	Will explode if hit with Repellent Stick
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Annoying, ankle-biting mutant rodents are easy to dispatch, and entertainingly defeated if you have Moira Brown's Repellent Stick, given during **Miscellaneous Quest: The Wasteland Survival Guide**.

Yao Guai	12	Yao Guai Meat	7	220	75	—	—	—	10	Very fast!
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These furry mutations are fast, meaning it's almost impossible to out-run one; stand your ground and fight to the bitter end! If you encounter them at a distance, aim for their legs.

## MUTATED INSECTS

NAME	LEVEL	INVENTORY	PERCEPTION	HEALTH	DAMAGE	SPECIAL WEAPON	DAMAGE	WEAPON NOTES	XP	NOTES
Giant Worker Ant	1	Ant Meat	3	30	7	Fire Spit	16/sec.	—	5	Frenzies if antennae are destroyed. Legs take 50% damage.
Giant Soldier Ant	8	Ant Meat	4	150	24	Fire Spit	32/sec.	—	10	Frenzies if antennae destroyed. Legs take 50% damage.
Giant Ant Queen	n/a	Ant Meat	4	1,000	—	Acid Spit	40	—	10	Legs take 50% damage.

There are a few sub-genres of Ants, including ones that breathe fire, and "Invader" Ants that are extremely aggressive. However, the trick with all of the Workers and Soldiers is to shoot off the antennae if you're facing more than one; the antenna-less Ant attacks its friend while you sit back. Otherwise, target the head or torso because the legs take half damage

Bloatfly	1	Bloatfly Meat	5	15	—	Larva Spit	5	—	1	Flying enemy.
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This disgusting, bloated fly has a ranged attack that is difficult to sidestep. Pop these easily. If ammo is tight, run up and whack them with a Melee Weapon.

NAME	LEVEL	INVENTORY	PERCEPTION	HEALTH	DAMAGE	SPECIAL WEAPON	DAMAGE	WEAPON NOTES	XP	NOTES
Radroach	1	Radroach Meat	3	5	3	—	—	—	1	Flees easily.
Offering disgusting meat, these are simple to kill, but keep coming back. They are good enemies to practice attacking, particularly with Melee Weapons. Don't waste ammo on them unless you have to.										
Radscorpion	1	Radscorpion Poison Gland	4	150	22	Stinger	22	15 dmg/5 sec. Poison	10	Legs take 50% damage.
Giant Radscorpion	13	Radscorpion Poison Gland (4)	6	350	60	Stinger	60	40 dmg/5 sec. Poison	25	Legs take 50% damage.
Albino Radscorpion	24	Radscorpion Poison Gland	8	1,500	100	Poison	25/4 Sec	—	50	—

Radscorpions are a problem, especially because their attacks are poisonous. Attacking and crippling the legs may let you finish them off out of stinger range. However, their legs only take half damage. If they are already in close, aim for the stinger, head, or torso.

**Albino Radscorpion:** If running away isn't an option, prepare for the fight of your life. Horrendous and poisonous damage and a regenerating ability means medium- to long-range combat, targeting the stinger while backing up and getting obstacles between you and the mutation, so it's slower to charge. Take out its legs, and finish it at your leisure.

## ROBOTS †

NAME	LEVEL	INVENTORY	PERCEPTION	HEALTH	DAMAGE	SPECIAL WEAPON	DAMAGE	WEAPON NOTES	XP	NOTES
Enclave Eyebot	1	—	5	30	—	Electrical Zap	5	—	0	Flies, explodes on death
Protectron	1	—	4	75	—	Laser gun (head or hand)	23	May incinerate on death	5	Frenzies if control unit is destroyed
Robobrain	6	Energy cells	5	200	5	Laser gun	30	—	10	Head takes 50% extra damage
Robobrain	6	Energy cells	5	200	5	Mesmetron	1	100 dmg to head	6	—
Mister Handy	6	Flamer Fuel	5	100	—	Buzzsaw	12	—	5	Frenzies if control unit is destroyed
Mister Handy	6	Flamer Fuel	5	100	5	Flamer	28	Burn 10 dmg/5 sec.	6	—
Mister Gutsy	9	Flamer Fuel	6	350	6	Flamer	41/sec.	Burn 10 dmg/5 sec.	25	Frenzies if control unit destroyed
Mister Gutsy	9	Energy cells	6	350	6	Plasma gun	51	May gooify on death	6	—
Sentry Bot	13	Electron Charge Pack	7	500	22	Gatling laser	108/sec.	May incinerate on death	50	Frenzies if control unit is destroyed
Sentry Bot	13	5mm bullets	7	500	22	Minigun	108/sec.	—	6	Armored head takes 50% damage, armored legs take 75% damage
Sentry Bot	13	Missiles	7	500	22	Missile Launcher	18	135 dmg explosion	6	—

Robots have a variety of imposing and dangerous weaponry, and since they generally don't take bonus damage for headshots it might be a good plan to target the weapons specifically. Also check the weapon types before engaging; for example, if a Mister Handy has a Buzzsaw and Flamer, back out of range to conduct combat. With the Sentry Bot, target the Missile Launcher first.

If you encounter them with other opponents, try to destroy its control unit first. Then it will turn on any nearby target, friend or foe. Employ Pulse Grenades or Mines exclusively when dealing with robots; they are highly susceptible to the pulse that occurs when these weapons explode.

† Most opponents take double damage if hit in the head. There is no bonus damage to targeting a robot's cranial area. All robots are immune to poison and radiation.

Mark I Turret (ceiling) ‡	1	—	10	40	1	5.56mm gun	23/sec.	—	1	Frenzies if control unit destroyed, explodes on death
Mark II Turret (floor) ‡	1	—	10	50	1	Laser gun	18/sec.	May incinerate on death	1	Frenzies if control unit destroyed, explodes on death
Mark III Turret (ceiling) ‡	7	—	10	60	1	5.56mm gun	36/sec.	—	5	Frenzies if control unit destroyed, explodes on death
Mark IV Turret (floor) ‡	7	—	10	75	1	Laser gun	31/sec.	May incinerate on death	5	Frenzies if control unit destroyed, explodes on death
Mark V Turret (ceiling) ‡	11	—	10	75	1	5.56mm gun	57/sec.	—	10	Frenzies if control unit destroyed, explodes on death
Mark VI Turret (floor) ‡	11	—	10	100	1	Laser gun	48/sec.	May incinerate on death	10	Frenzies if control unit destroyed, explodes on death

Turrets are stationary, aside from their pivoting, and can be avoided most of the time. Or, you can hack into a nearby terminal (usually Average in difficulty for your Science skill), and cause the terminal to attack anything that moves. Pulse weapons are highly advantageous to use against turrets, too.

‡ Most turrets have a nearby terminal. Hack this, and switch off the turret instead of attacking it.



NAME	LEVEL	INVENTORY	PERCEPTION	HEALTH	DAMAGE	SPECIAL WEAPON	DAMAGE	WEAPON NOTES	XP	NOTES
Support Drone	1	—	6	20	10	—	—	—	5	—
Support Drone	11	—	6	75	20	—	—	—	10	—
Support Drone	13	—	6	150	35	—	—	—	25	—
Support Drone	19	—	6	200	40	—	—	—	50	—
Support Drone	23	—	6	250	45	—	—	—	50	—
Support Drone	25	—	6	350	50	—	—	—	50	—

Stop these personal robots by shooting their hover platforms, halting their movements. This is particularly helpful because Support Drones have no ranged attacks and are relatively weak. Deactivate them if you have the Robotics Expert perk. Enslave one if you have the Drone Control Device.

Guardian Drone	1	—	6	50	—	Drone Cannon	140	—	5	—
Guardian Drone	11	—	6	75	—	Drone Cannon	140	—	10	—
Guardian Drone	13	—	6	150	—	Drone Cannon	140	—	25	—
Guardian Drone	19	—	6	200	—	Drone Cannon	140	—	50	—
Guardian Drone	23	—	6	250	—	Drone Cannon	140	—	50	—
Guardian Drone	25	—	6	350	—	Drone Cannon	140	—	50	—

Guardian Drone's are used for combat by the Aliens. Stop these robots by firing at their hover platforms, using the Robotics Expert perk, or enslaving them with the Drone Control Device. Otherwise, destroy them quickly because their Drone Cannon is particularly devastating.



### Note

The two Experimental Weapons Drones in the Weapons Lab [MZ3.16] don't attack unless you strike them first, when attempting to obtain the Drone Cannon Ex-B each carries.

Turret (Alien)	1	—	10	50	—	Turret Gun	11	Automatic	5	—
Turret (Alien)	11	—	10	100	—	Turret Gun	11	Automatic	10	—
Turret (Alien)	13	—	10	150	—	Turret Gun	11	Automatic	25	—
Turret (Alien)	19	—	10	300	—	Turret Gun	11	Automatic	50	—
Turret (Alien)	23	—	10	400	—	Turret Gun	11	Automatic	50	—
Turret (Alien)	25	—	10	600	—	Turret Gun	11	Automatic	50	—

Aliens have developed a ceiling-mounted turret defense system, which can be fired at, stood directly under, or detonated if you can access a nearby wall control [Science]. Blowing up turrets can inflict damage on foes in the blast radius, too.

## SWAMPFOLK

NAME	LEVEL	INVENTORY	PERCEPTION	HEALTH	DAMAGE	SPECIAL WEAPON	DAMAGE	WEAPON NOTES	XP	NOTES
Scrapper	1	Baseball Bat	3	150	5	Baseball Bat	See weapon *	* +35 Damage Against Player	10	—
Scrapper	1	Hunting Rifle, BB Gun, Ammo	3	150	5	Hunting Rifle, BB Gun	See weapon *	* +35 Damage Against Player	10	—
Brawler	8	Combat Knife, Baseball Bat	3	250	5	Combat Knife, Baseball Bat	See weapon *	* +35 Damage Against Player	25	—
Brawler	8	Double-Barrel Shotgun, Lever-Action Rifle, Ammo	3	250	5	Lever-Action Rifle, Double-Barrel Shotgun	See weapon *	* +35 Damage Against Player	25	—
Creeper	12	Shovel, Axe, Tire Iron	3	400	5	Shovel, Axe, Tire Iron	See weapon *	* +35 Damage Against Player	50	—
Creeper	12	Double-Barrel Shotgun, Lever-Action Rifle, Ammo	3	400	5	Double-Barrel Shotgun, Lever-Action Rifle	See weapon *	* +35 Damage Against Player	50	—
Tracker	20	Axe	3	600	15	Axe	See weapon *	* +35 Damage Against Player	50	—
Bruiser	22	Axe	3	700	100	Axe	See weapon *	* +35 Damage Against Player	50	—

Don't assume combat with these Yokels is going to be easy. The stronger types seem to shrug off the Dart Gun's leg-crippling, and they attack in groups. Concentrate your attacks on the closest foe, back up into partial cover, and choose specific weaponry based on the distance to the foe you're attacking.

# Wasteland Weaponry

The following encyclopedia showcases every weapon available during your Add-on Pack adventures, including those that are common, unique, or custom. Please note that any weapon that has its own name is a unique weapon that can be Repaired using the more common version. For example, the Man Opener is a variant of the more common Auto Axe. The unique variant is almost always more powerful and valuable. Seek them all out, if you can!



## Big Guns

### DRONE CANNON



Ripped from the mechanical body of an Alien Drone encountered throughout Mothership Zeta, this fires orb-like projectiles that bounce off walls and scenery and explode after around three seconds. It uses Alien Power Modules as ammunition. It inflicts two types of damage: collision (when the orb strikes a foe) and explosive (when the orb detonates). This can be extremely deadly once you learn when to fire, and how the orbs interact. It can fire over Alien Sphere Shields too, acting a little like a grenade.

VALUE	2,000
WEIGHT	18
CLIP	1
AMMO	Alien Power Module
AP	30
DMG	40**
AUTO	No
ROF	3.3
SPREAD	0.5
CRIT % MULT	1
CRIT. DMG	50
NOTES	** +100 DMG explosion

### DRONE CANNON: DRONE CANNON EX-B



Although statistically identical, the experimental Drone Cannon Ex-B—of which only two examples exist—uses a different propulsion system to deliver its orb projectile. In this case, the orb doesn't bounce, but instead strikes its target after arcing through the air, essentially making this similar to a Missile Launcher. The easier targeting makes this preferred over the regular Drone Cannon in most cases. Find both on an Experimental Guardian Drone inside the Weapons Lab aboard Mothership Zeta [MZ3.16].

VALUE	200
WEIGHT	18
CLIP	1
AMMO	Alien Power Module
AP	30
DMG	40**
AUTO	No
ROF	3.3
SPREAD	0.5
CRIT % MULT	1
CRIT. DMG	50
NOTES	** +100 DMG explosion, Unique

### FLAMER: RAPID-TORCH FLAMER



Located in the Adams Storage Facility [AAFB 03] southeast of the Base Crawler, it doesn't pack quite the punch of the Slo-Burn Flamer, but it is more economical, because reloads take longer, thus conserving fuel. Choose the Pyromaniac Perk to deliver almost double the regular damage. The correct combination of perks and abilities can turn this into a real roaster.

VALUE	500
WEIGHT	15
CLIP	60
AMMO	Flamer Fuel
AP	50
DMG	16
AUTO	Yes
ROF	8
SPREAD	0.5
CRIT % MULT	4
CRIT. DMG	1
NOTES	Unique

### FLAMER: SLO-BURN FLAMER



This Flamer variant is found inside the Adams Air Force Base Mobile Base Crawler [AAFB 04] on the upper level of the Deathclaw Facility. When used aggressively, it delivers an agreeably potent hit that continues to burn its target. It fires instantly, which is another bonus. The "Slo-Burn" refers to the continuous damage it delivers even after the initial hit, making it potent, but fuel-consuming. Augment further with Pyromaniac Perk.

VALUE	500
WEIGHT	15
CLIP	60
AMMO	Flamer Fuel
AP	50
DMG	18
AUTO	Yes
ROF	8
SPREAD	0.5
CRIT % MULT	4
CRIT. DMG	1
NOTES	3 Ammo/Shot, Unique





## GATLING LASER: PRECISION GATLING LASER



Carried by the Enclave's Armor Master in the Mobile Base Crawler [AAFB 04], this is a Unique take on a Gatling Laser. When fired, it has a high Critical Multiplier, so is suited to those who have improved this part of their combat repertoire. It is also rapid-firing and easy to target, unlike most Big Guns. The other Unique Gatling Laser, Vengeance, has less chance to inflict a Critical, but Vengeance delivers more punch.

VALUE	3,000
WEIGHT	18
CLIP	240
AMMO	Electron Charge Pack
AP	30
DMG	8
AUTO	Yes
ROF	20
SPREAD	0.5
CRIT % MULT	4
CRIT. DMG	6
NOTES	Unique

## ALIEN ATOMIZER: ATOMIC PULVERIZER



Located in a small, locked room [Science] during your exploration of Mothership Zeta's Weapons Lab [MZ3.16], the Atomic Pulverizer inflicts only slightly more damage compared to its regular variant, but the real benefit of this tremendous weapon lies with its low Action Point requirement. Enter V.A.T.S., and you can rattle off multiple and supremely accurate shots, making this one of the deadliest medium- to long-range weapons you can obtain.

VALUE	500
WEIGHT	2
CLIP	20
AMMO	Alien Power Module
AP	12
DMG	37
AUTO	No
ROF	3
SPREAD	0
CRIT % MULT	2
CRIT. DMG	40
NOTES	Unique

## HEAVY INCINERATOR



This forces a flaming projectile in an arc toward its intended target, setting fire to the victim in the process (and anyone around the victim due to the small area effect). It is adept at highly accurate, long-distance shots, and is devastating in experienced hands. Find it wielded by Enclave Hellfire Troopers. Just beware of its tendency to light gas leaks, a shortfall of all flame-based weaponry.

VALUE	500
WEIGHT	15
CLIP	24
AMMO	Flamer Fuel
AP	50
DMG	15
AUTO	Yes
ROF	4
SPREAD	0.5
CRIT % MULT	4
CRIT. DMG	5
NOTES	—

## ALIEN BLASTER: CAPTAIN'S SIDEARM



The closest you come to wielding an Alien Shotgun, the Captain's Sidearm, which is carried by the Alien Captain aboard Mothership Zeta's Bridge [MZ3.22], uses Alien Power Modules as ammo, and is in much better repair than the Alien Blaster you may have scavenged on the Wasteland surface. It fires a spread of bullets, making it much more potent in "real" (rather than V.A.T.S.) time. It uses three modules for a single, six-shot burst. It's damaging at shorter ranges before the plasma bolts spread out.

VALUE	500
WEIGHT	2
CLIP	30
AMMO	Alien Power Module
AP	20
DMG	35
AUTO	No
ROF	3
SPREAD	3
CRIT % MULT	1
CRIT. DMG	40
NOTES	Unique



## Energy Weapons

### ALIEN ATOMIZER



This is the preferred sidearm for many Aliens aboard Mothership Zeta, and it's found on their corpses, dropped, or on shelves. It uses Alien Power Modules as ammunition, and offers extremely potent damage per shot. Furthermore, it is completely accurate, and excellent to use at medium and long ranges. This is a recommended weapon to employ, only bettered at close range by the Disintegrator.

VALUE	500
WEIGHT	2
CLIP	20
AMMO	Alien Power Module
AP	20
DMG	35
AUTO	No
ROF	3
SPREAD	0
CRIT % MULT	1
CRIT. DMG	40
NOTES	—

### ALIEN DISINTEGRATOR



This weapon, found on Aliens and shelves throughout Mothership Zeta, has a massive clip but a slow rate of fire, so there's little chance of being caught reloading this weapon. Foes destroyed by a Disintegrator's Critical Hit aptly dissolve into a pile of dust. This is a perfect and highly damaging weapon to employ at foes as they close in. Test this and the Atomizer to see which you prefer.

VALUE	300
WEIGHT	7
CLIP	100
AMMO	Alien Power Module
AP	30
DMG	45
AUTO	No
ROF	2
SPREAD	1
CRIT % MULT	2
CRIT. DMG	50
NOTES	—

### ALIEN DISINTEGRATOR: DESTABILIZER



Sitting on a small shelf in the Mothership Zeta Weapons Lab Shooting Gallery Balcony [MZ3.16], this unique Alien Disintegrator shares the assets of its common variant, but is fully automatic, and for those with masses of ammo, this can defeat many foes in moments. Employ using V.A.T.S. so the damage it inflicts is easier to see.

VALUE	1,200
WEIGHT	7
CLIP	100
AMMO	Alien Power Module
AP	25
DMG	45
AUTO	Yes
ROF	4.5
SPREAD	1.5
CRIT % MULT	2
CRIT. DMG	20
NOTES	Unique

### GAUSS RIFLE



The Gauss Rifle fires a high-velocity bolt of energy, knocking a target off their feet with a critical hit. It has similar but more powerful qualities to a Sniper Rifle, including manual telescopic range. It is available only at the VSS Armory (Zone OA.U.2) after completing Operation: Anchorage. Unfortunately, this highly effective weapon cannot self-repair.

VALUE	500
WEIGHT	12
CLIP	1
AMMO	Micro Fusion Cell
AP	38
DMG	100
AUTO	No
ROF	1
SPREAD	0
CRIT % MULT	5
CRIT. DMG	50
NOTES	—

### LASER RIFLE: METAL BLASTER



Although not as hard-wearing as the Wazer Wife, this offers nearly double the damage compared to a regular Laser Rifle. This incredible weapon has some similarities to a shotgun, firing clusters of laser fire with an excellent spread. Locate Everett in the Mill, inside The Pitt (The Pitt: Zone B), and offer him 50 Steel Ingots to obtain this impressive piece.

VALUE	1,000
WEIGHT	8
CLIP	24
AMMO	Microfusion Cell
AP	17
DMG	55
AUTO	No
ROF	1
SPREAD	2.5
CRIT % MULT	1.5
CRIT. DMG	27
NOTES	Unique

### LASER RIFLE: TRI-BEAM LASER RIFLE



Using the Microfusion Cell, and found on the corpses of Super Mutant Overlords, the Tri-Beam Laser Rifle's lives up to its name—it fires a trio of shots (three rounds at a time compared to one with other Laser Rifles). It also features a longer range, and offers more damage potential than other Laser Rifles if you have a low chance of inflicting Criticals. Balance your need for ammo with the extra punch this rifle provides.

VALUE	1,000
WEIGHT	9
CLIP	24
AMMO	Micro Fusion Cell
AP	23
DMG	75
AUTO	No
ROF	2.7
SPREAD	2
CRIT % MULT	1.5
CRIT. DMG	15
NOTES	3 Ammo/Shot, Unique

### MESMETRON: MICROWAVE EMITTER



Don't need the hypnotic power of the Mesmetron, but want the same bulky device in a handy aggressive battle package? Then seek out the Microwave Emitter, found in a locked Vault Room in the hidden Underground Laboratory under Point Lookout Lighthouse [PT 6.29]. Burning foes into crimson piles of ash, this offers great offensive capabilities because it ignores Armor. However, be aware of the delay between the trigger-pull and firing.

VALUE	500
WEIGHT	8
CLIP	5
AMMO	Micro Fusion Cell
AP	30
DMG	60
AUTO	No
ROF	1
SPREAD	0
CRIT % MULT	2
CRIT. DMG	100
NOTES	Not Affected by Armor, Unique

### PLASMA PISTOL: MPLX NOVASURGE



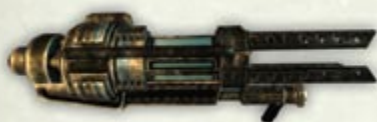
A secretive prototype to the Enclave's Plasma Pistol, the Novasurge functions in a very similar manner, and proves a conspiracy theory you long suspected. There are other bonuses too; the MPLX Novasurge inflicts more than three times the damage of a Plasma Pistol, with a bigger Crit % Mult too. Unfortunately, it is heavier and uses ammunition twice as quickly. Repair it using Plasma Pistols. It is found in a safe in the Debris Pile after you unlock it by hacking Reid Underwood's Terminal inside the Mothership Zeta Cargo Hold [MZ2.11].

VALUE	850
WEIGHT	6
CLIP	16
AMMO	Small Energy Cell
AP	21
DMG	80
AUTO	No
ROF	3
SPREAD	0.5
CRIT % MULT	3
CRIT. DMG	75
NOTES	Unique





## TESLA CANNON



Initially air-dropped by Paladin Tristan at the commencement of your assault on Adams Air Force Base [AAFB 01], these are also found back at the Citadel, or in Resupply Crates if you head into the Air Force Base after you complete Broken Steel. Aim at the torsos of foes for extra limb damage, and at airborne Vertibirds to bring them down with a single shot (grounded Vertibirds take considerably more fire). It is an excellent, one-shot take-down weapon.

VALUE	1,800
WEIGHT	8
CLIP	1
AMMO	Electron Charge Pack
AP	37
DMG	40
AUTO	No
ROF	1.6
SPREAD	0
CRIT % MULT	2
CRIT. DMG	30
NOTES	Chained Energy Strikes

## CRYO MINE



These are obtained in exactly the same way as the Cryo Grenade, during your expedition through Mothership Zeta and meeting with Elliott Tercorien [MZ1.03] after returning from the Cryo Lab [2.04]. These mines paralyze and freeze their foes instead of damaging them. Use them to gain additional time if you're swarmed by foes, or want to stop enemies in their tracks.

VALUE	25
WEIGHT	0.5
CLIP	—
AMMO	—
AP	35
DMG	—†
AUTO	No
ROF	—
SPREAD	—
CRIT % MULT	—
CRIT. DMG	—
NOTES	† Temporarily immobilizes target



## Grenades & Mines

### BIO-GAS CANISTER



Find this rare Grenade in Excavated Muck Holes across Point Lookout. When thrown, it deploys a cloud of gas, which can then be ignited by explosives, firearms, etc. The force of the blast knocks a foe back, briefly stunning them, rather than inflicting a large amount of damage. For this reason, Bio-Gas Canisters are best used to remove a threat (or multiple threats) before fleeing, rather than for actually killing them.

VALUE	50
WEIGHT	0.5
CLIP	—
AMMO	—
AP	24
DMG	Varies
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	Varies
CRIT. DMG	Varies
NOTES	Creates Flammable Gas Cloud, Rare

### CRYO GRENADE



Get this from Elliott Tercorien after freeing him from Mothership Zeta's stasis pod area [MZ1.03], and having him accompany you into the Cryo Lab, and then talking to him. Request Cryo Grenades when you return to the Engineering Core, every three hours. Although these may not be supremely useful because you have other potent Alien technology, this grenade's ability to paralyze and freeze may be handy when used back in the Capital Wasteland, against more imposing foes.

VALUE	50
WEIGHT	0.5
CLIP	—
AMMO	—
AP	24
DMG	—†
AUTO	No
ROF	—
SPREAD	—
CRIT % MULT	—
CRIT. DMG	—
NOTES	† Temporarily immobilizes target



## Melee Weapons

### AUTO AXE



Sharing some basic qualities with the Ripper but more impressive and harmful, the Auto Axe is a Steel Saw fitted with car engine parts to increase its attack damage. Obtain the initial Auto Axe in The Pitt (The Pitt: Zone B) from a Pitt Slave named Marco. The weapon can tear through foes quickly; hold down attack to inflict continuous enemy damage.

VALUE	200
WEIGHT	20
CLIP	1
AMMO	—
AP	65
DMG	35
AUTO	Yes
ROF	1
SPREAD	0
CRIT % MULT	0
CRIT. DMG	0
NOTES	—

### AUTO AXE: MAN OPENER



This has identical stats to a regular Auto Axe, with one important difference: It ignores the DR of a foe's armor, so it's excellent against armored foes (unlike the Mauler). Switch to this unique weapon when you find it on the bed in the Supply Plant (The Pitt: Zone E); use it until you acquire the Mauler. The Better Criticals and Ninja perks increase its Critical Damage.

VALUE	200
WEIGHT	20
CLIP	1
AMMO	—
AP	65
DMG	35
AUTO	Yes
ROF	1
SPREAD	0
CRIT % MULT	0
CRIT. DMG	0
NOTES	Unique

### AUTO AXE: THE MAULER



The most powerful Auto Axe against non-armored foes, this devastating and gruesome weapon is designed to cut through flesh and bone. The Mauler is a good primary weapon. All Auto Axes and Steel Saws can be used to repair it. Get it from Everett once you collect 80 Steel Ingots during **Free-form Quest: Mill Worker**. The Better Criticals and Ninja perks increase its Critical Damage.

VALUE	200
WEIGHT	20
CLIP	1
AMMO	—
AP	50
DMG	45
AUTO	Yes
ROF	1
SPREAD	0
CRIT % MULT	0
CRIT. DMG	0
NOTES	Unique

### AXE



Repair this using other Axes. Suffering the same shortfalls as many other close combat weapons (you can't strike foes at range), this still offers a good amount of damage when it strikes a foe, and Axes are plentiful across Point Lookout. Due to its sharp edge and higher damage, it is certainly preferred over a Shovel. It is used mainly by Swampfolk, but also carried by Tribals.

VALUE	60
WEIGHT	6
CLIP	—
AMMO	—
AP	30
DMG	20
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	2
CRIT. DMG	30
NOTES	—

### AXE: THE DISMEMBERER



Everything you need to know about this Unique Axe is contained in its name: It is viciously effective at de-limbing a foe and restoring Action Points so you can continue your frenzy of chopping. This is limb-crippling fun, and you can Repair it with other Axes. Swap to it the moment you get it, from Plik once you complete Miscellaneous Quest: Plik's Safari inside the Coastal Grotto [PL 3.17].

VALUE	55
WEIGHT	6
CLIP	—
AMMO	—
AP	30
DMG	25
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	2
CRIT. DMG	40
NOTES	When Landing Killing Blow, Likely to Dismember and Restore 5 AP, Unique

### CHINESE OFFICER'S SWORD: JINGWEI'S SHOCKSWORD



Found in the VSS Armory (OA.U.2), this enhanced Sword inflicts extra electrical damage (Shock Damage 2/5 sec.), and if it causes a critical strike, it reduces a foe to a pile of dust. Sneak with this weapon for excellent results. This powerful attack weapon should be your main tool in close-assault fighting. Repair using Chinese Officer's Swords.

VALUE	500
WEIGHT	3
CLIP	1
AMMO	—
AP	28
DMG	35
AUTO	No
ROF	1
SPREAD	0
CRIT % MULT	2
CRIT. DMG	25
NOTES	Unique

### KNIFE: RITUAL KNIFE



Located deep within the Ritual Site [PL 5.25] that the Swampfolk frequent, and deep in the corpse of a sacrificial body, this features an excellent attack capability with little expenditure of Action Points. This, accompanied by the great Critical Hit Multiplier (which in turn should be further augmented with perks you've chosen to complement a close melee style of play) creates a weapon that's as deadly as it is difficult to acquire.

VALUE	20
WEIGHT	1
CLIP	—
AMMO	—
AP	12
DMG	6
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	3
CRIT. DMG	18
NOTES	Unique

### KNIFE: TOY KNIFE



Found near a Turtledove Detention Center Perimeter Sign [PL 2.G], on a small crate at the base of a tree, this weapon is often overlooked, and with good reason—it is almost entirely useless! With very low Health, this breaks constantly (sometimes during a single fight!), and although has the lowest Action Point cost of any weapon, the stabs you attempt are feeble. Save this for costume pranks with a Pint-Sized Slasher Mask.

VALUE	20
WEIGHT	1
CLIP	—
AMMO	—
AP	10
DMG	1
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	1
CRIT. DMG	10
NOTES	Unique



## SAMURAI SWORD



Belonging to the Samurai Toshiro Kago, but found on a shelf surrounded by First Aid Boxes in Mothership Zeta's Waste Disposal system [MZ2.09], this is a devastating melee weapon, inflicting more damage per swing than any other. And although it lacks fancy additional damage effects (compared to the Shishkebab, for example), its low AP means it can be wielded both effectively and more quickly.

VALUE	75
WEIGHT	3
CLIP	—
AMMO	—
AP	19
DMG	24
AUTO	No
ROF	—
SPREAD	—
CRIT % MULT	2
CRIT. DMG	40
NOTES	Unique

## SHOCK BATON



The first piece of Alien technology you recover during your exploration of Mothership Zeta, these melee weapons are exclusively used by Aliens, and work in a similar manner to the Police Baton, shocking the victim with damage, and after a Critical death, turning a foe into an ash pile. Compare this to your other melee weapons before deciding whether to use it, but the number available on the Mothership make it a recommended weapon during extraterrestrial expeditions.

VALUE	70
WEIGHT	2
CLIP	—
AMMO	—
AP	19
DMG	20
AUTO	No
ROF	—
SPREAD	—
CRIT % MULT	1
CRIT. DMG	4
NOTES	—

SHOCK BATON:  
ELECTRO-SUPPRESSOR

Found in a small windowed room in Mothership Zeta's Engine Room [MZ2.10], this unique Shock Baton inflicts normal damage, but doesn't shock its victims; instead when a Critical is scored, the foe drops to the ground in a nervous spasm, mimicking the effects of the Victory Rifle. This is handy, because the victim is prone and easily finished or fled from.

VALUE	70
WEIGHT	2
CLIP	—
AMMO	—
AP	15
DMG	25
AUTO	No
ROF	—
SPREAD	—
CRIT % MULT	1
CRIT. DMG	4
NOTES	Unique

## SHOVEL



Shovels are more of an implement than a weapon, and feature less impressive capabilities than the equally common Axe. Collect Shovels to Repair the Unique Fertilizer Shovel. You can use them to dig up burial mounds and holes for a greater selection of items, although there aren't many opportunities for this.

VALUE	55
WEIGHT	3
CLIP	—
AMMO	—
AP	20
DMG	12
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	3
CRIT. DMG	20
NOTES	—

## SHOVEL: FERTILIZER SHOVEL



If you can convince Croatoa to hand you this fancy Shovel in the Ark & Dove Cathedral [PL 3.13], you'll find it inflicts continuous poison strikes for 10 seconds after a successful attack. Because this damage is "stackable" (each subsequent attack has the same potency of the original poison strike), you can pile on the damage in moments, and have a writhing foe down for the count in seconds. You must add this truly impressive melee weapon to your collection.

VALUE	55
WEIGHT	3
CLIP	—
AMMO	—
AP	20
DMG	15
AUTO	—
ROF	—
SPREAD	—
CRIT % MULT	3
CRIT. DMG	30
NOTES	Poison 4, 10 Seconds, Unique

## STEEL SAW



The standard equipment used by most Pitt Slaves to cut metal. It can also cut skin and bone, so it is useful in a pinch but is superseded by the far more powerful Auto Axe. Collect and use this weapon as spare parts to repair any Auto Axes you are collecting. As each weapon looks identical, don't forget to equip the right one!

VALUE	200
WEIGHT	20
CLIP	1
AMMO	—
AP	65
DMG	16
AUTO	Yes
ROF	1
SPREAD	0
CRIT % MULT	0
CRIT. DMG	0
NOTES	—



### Small Guns

#### .32 PISTOL: WILD BILL'S SIDEARM



Wild Bill is a Pitt Slave, determined to save his brethren from certain death during the collection of Steel Ingots in The Pitt. Find the weapon on Wild Bill, who is slumped in a corner. Essentially the same as a regular .32 Pistol, complete with its less-than-effective damage and manual firing capacity, it's worth obtaining for your collection or for the Caps.

VALUE	250
WEIGHT	2
CLIP	5
AMMO	.32 caliber
AP	20
DMG	10
AUTO	No
ROF	1
SPREAD	0.5
CRIT % MULT	1
CRIT. DMG	15
NOTES	Unique

#### SCOPED .44 MAGNUM: CALLAHAN'S MAGNUM



If you thought that the Blackhawk was the pinnacle of hand-cannon technology, think again. It's almost worth destroying the Citadel [9.11] to access the Armory and this spectacularly powerful gun. It inflicts more damage, does damage over time, and is easier to fire than the Blackhawk. It also has a favorable AP cost compared to the Blackhawk. It is simply brutal at popping heads or inflicting single, highly damaging shots into larger foes.

VALUE	750
WEIGHT	4
CLIP	6
AMMO	.44 Round, Magnum
AP	25
DMG	65
AUTO	No
ROF	2.25
SPREAD	0.3
CRIT % MULT	2
CRIT. DMG	50
NOTES	Unique

#### SCOPED .44 MAGNUM: PAULSON'S REVOLVER



Lacking the scope of the other types of Magnum, Paulson's Revolver must be prized out of the cowboy's cold, dead hands any time after he's thawed out in the Engineering Core [MZ1.03] of Mothership Zeta. Although it uses the same bullets, it fires multiple (nine) shots per burst, enabling frequent Critical Hits if used when aiming manually. It is well worth bench-testing and adding to your inventory.

VALUE	300
WEIGHT	4
CLIP	6
AMMO	.44 Round, Magnum
AP	32
DMG	45
AUTO	No
ROF	2.25
SPREAD	3
CRIT % MULT	2
CRIT. DMG	35
NOTES	Unique

#### DOUBLE-BARREL SHOTGUN



When you have a large, toughened enemy to tackle, the Double-Barrel Shotgun becomes an excellent implement of destruction. Fire on (for example) an advancing Bruiser, and you'll inflict the highest damage of any Small Gun, accompanied by a deafening blast that raises any nearby foes' attention. You reload after each shot, so make each one count, and learn to time your attacks so you can cut down the bigger Swampfolk with relative ease.

VALUE	175
WEIGHT	6
CLIP	2
AMMO	Shotgun Shell
AP	35
DMG	85
AUTO	No
ROF	2.25
SPREAD	5
CRIT % MULT	1
CRIT. DMG	30
NOTES	2 Ammo/Shot

#### INFILTRATOR



Preferred by Pitt Raiders, the Infiltrator is found only in The Pitt and is arguably the most devastating Assault Rifle. It has a high value, can be fired automatically, is fairly accurate, and can be repaired with regular Assault Rifles. It's best at short and mid-ranges but has the option of scoped shots, enabling manual aiming at range. This is a serious explorer's weapon.

VALUE	400
WEIGHT	7
CLIP	24
AMMO	556mm
AP	23
DMG	7
AUTO	Yes
ROF	8
SPREAD	1.5
CRIT % MULT	1
CRIT. DMG	10
NOTES	—

#### INFILTRATOR: PERFORATOR



Finding 90 Steel Ingots and carrying them back to Everett is well worth the danger. This unique Infiltrator inflicts a gruesomely impressive amount of damage and offers almost no variance at range, enabling accurate shooting from almost all distances (especially with the scoped function). With automatic fire as well, the Perforator lives up to its name. Repair using Infiltrators.

VALUE	600
WEIGHT	7
CLIP	24
AMMO	556mm
AP	27
DMG	10
AUTO	Yes
ROF	6
SPREAD	0.5
CRIT % MULT	2
CRIT. DMG	14
NOTES	Unique



## LEVER-ACTION RIFLE



You've had previous experience with this type of weapon if you've brandished Lincoln's Repeater, but this doesn't share any common parts. Offering reasonably high damage at the expense of your Action Points, this is good for mid- and long-range combat, despite the sizable pause before you can get off another shot. Save these Rifles for when you acquire the Backwater Rifle; then you can truly hunt down gibbering swampy entities and use these to Repair your Unique rifle.

VALUE	200
WEIGHT	8
CLIP	10
AMMO	10mm
AP	30
DMG	40
AUTO	No
ROF	0.75
SPREAD	0.25
CRIT % MULT	5
CRIT. DMG	40
NOTES	—

LEVER-ACTION RIFLE:  
BACKWATER RIFLE

If you've managed to cunningly enter the Chinese Intelligence Bunker [PL 5.M], don't leave without this Unique Lever-Action Rifle. Repair these using Lever-Action or Hunting Rifles, and prepare to inflict sizable pain against all comers thanks to the amazing Critical Multiplier. With an accurate spread, you won't have many stray shots either, enabling you to demolish foes as they sprint toward you. This makes a great weapon for patrolling the swamps of Point Lookout.

VALUE	250
WEIGHT	7
CLIP	10
AMMO	10mm
AP	30
DMG	45
AUTO	No
ROF	0.75
SPREAD	0.25
CRIT % MULT	5
CRIT. DMG	45
NOTES	Unique

# Wasteland Apparel

The following lists showcase all wearable equipment, common and unique, found in the Add-on Packs. Where appropriate, the locations and special abilities of each set of armor or outfit is noted.

As a general rule, each section's armor types can usually be used to repair some (if not all) of the other armor types related to that section.



## Combat Armor

## LAG-BOLT'S COMBAT ARMOR



VALUE	400
POWERED	N
WEIGHT	30
HEALTH	500
DR	38
EFFECT LIST	AP + 10, Big Guns +10, Unique

Find this Unique variant of the Talon Company Combat Armor on the body of Lag-Bolt, inside the lobby of La Maison Beauregard Hotel [BS 14.08]. It adds to both your AP and Big Guns, offers excellent protection and speed, and is easily Repaired.

## SAMURAI ARMOR



VALUE	1,000
POWERED	No
WEIGHT	20
HEALTH	500
DR	30
EFFECT LIST	Melee DAM +10, Melee Weapons +10

This highly prized, valuable, and hard-wearing armor is repaired using Metal Armor, making it a prized possession for those with a penchant for melee

combat. Add the matching helmet to complete the look. This unique armor is available only if you defeat Toshiro Kago aboard Mothership Zeta's Engineering Core [MZ1.03], which is possible without turning your other allies hostile.



## Powered Armor

## ASHUR'S POWER ARMOR



VALUE	740
POWERED	Y
WEIGHT	45
HEALTH	1,000
DR	40
EFFECT LIST	Charisma +1, Luck +1, Rad Resist 10%, Strength +1, Agility -1

This is worn by Ashur, leader of the Pitt Raiders. You can obtain it by siding with the slaves and letting the Troggs kill him or by slaying Ashur yourself. Although identical in looks to Tribal Power Armor, the statistics are different.



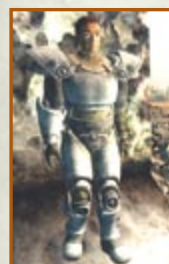
### ENCLAVE HELLFIRE ARMOR



VALUE	1,000
POWERED	Y
WEIGHT	40
HEALTH	2,000
DR	50
EFFECT LIST	Fire Resist +30, Rad Resist +15, STR +1

Found on the bodies of Enclave Hellfire Troopers where Enclave forces are still present (such as Raven Rock [1.01] and Adams Air Force Base [AAFB 01]), this offers similar protection as the T-51b, but its bonuses and penalties make it more suitable for an adventurer who uses Small Guns (there is no Agility penalty).

### T-51B POWER ARMOR (WINTERIZED)



VALUE	1,000
POWERED	Y
WEIGHT	40
HEALTH	—
DR	45
EFFECT LIST	Rad Resist: 25%

This is found in only two places: Fort Constantine [1.04] for the standard version and the Outcast Outpost [OA.U.2] for a Winterized version (with identical statistics). Only vendors can repair this armor, but there is no Agility penalty.

### TRIBAL POWER ARMOR



VALUE	740
POWERED	Y
WEIGHT	40
HEALTH	1,000
DR	35
EFFECT LIST	AP +15, Luck +1, Melee +5, Strength +1, Agility -1

This looks similar to Ashur's Power Armor, but differs statistically. Retrieve it from Everett inside the Mill [TP.B] after collecting 100 Steel Ingots.

### WINTERIZED MEDIC ARMOR



VALUE	390
POWERED	Yes
WEIGHT	25
HEALTH	400
DR	32
EFFECT LIST	Medicine +10

There are three of these suits. Elliott Tercorien wears one [MZ1.03] when you thaw him out, but to maintain a healthy relationship with Elliott, take the armor from his fallen teammates found during your exploration of the Cryo Lab [MZ2.04]. This Combat Armor variant gives you a Medicine boost.



## Wasteland Armor

### BOMBSHELL ARMOR



VALUE	160
POWERED	N
WEIGHT	15
HEALTH	150
DR	24
EFFECT LIST	Big Guns +10, Explosives +10

Given by Everett inside the Mill [TP.B] after you collect 60 Steel Ingots, this is some of the best Raider Armor on offer.

### GAMMA SHIELD ARMOR



VALUE	520
POWERED	N
WEIGHT	45
HEALTH	750
DR	36
EFFECT LIST	Rad Resist 15%, Agility -1

Similar-looking to Metal Armor, this offers added Radiation Resistance. It is found on the bodies of Wildmen throughout The Pitt.

### LEATHER REBEL ARMOR



VALUE	160
POWERED	N
WEIGHT	15
HEALTH	150
DR	30
EFFECT LIST	Charisma +1

Given by Everett inside the Mill [TP.B] after you find 70 Steel Ingots, this is an excellent piece of armor.

### METAL MASTER ARMOR



VALUE	160
POWERED	N
WEIGHT	15
HEALTH	150
DR	36
EFFECT LIST	Energy Weapons +10, Unarmed +10, Agility -1

Everett gives this to you inside the Mill [TP.B] when you return with 40 Steel Ingots. It is another good suit of armor to wear during combat.





## Sealed Body Suits

### CHINESE STEALTH ARMOR



VALUE	500
POWERED	N
WEIGHT	20
HEALTH	—
DR	28
EFFECT LIST	Sneak +15, Stealth Field

This unique suit is available from the Outcast Outpost [OA.U.2]. Like a Stealth Boy, it offers semitransparent cloaking ability and other benefits.



## General Wasteland Outfits

### ALL-NIGHTER NIGHTWEAR



VALUE	200
POWERED	N
WEIGHT	1
HEALTH	100
DR	2
EFFECT LIST	CHA +1, END +1, Unique

An impressively natty (male) or alluring (female) piece of bedtime attire, this obviously shouldn't be employed in the combat zone, but it's helpful when you want to relax after a hard day's culling. Find it inside Lag-Bolt's Suitcase in the lobby of La Maison Beauregard Hotel [BS 14.08].

### GENERAL CHASE'S OVERCOAT



VALUE	150
POWERED	No
WEIGHT	25
HEALTH	250
DR	20
EFFECT LIST	CHA +1, Small Guns +10, Speech +5

If you're ready to bundle up in the cold-climate overcoat worn by General Chase during Operation: Anchorage, find his missing spare overcoat in the Waste Disposal area of Mothership Zeta [MZ2.09]. Repair it using some Pre-War Clothing or Enclave Officer Uniforms, and read the accompanying Anchorage Quartermaster Shipment note for history behind this impressive apparel, complete with multiple statistic bonuses.

### GRIFTER'S FIT



VALUE	6
POWERED	N
WEIGHT	2
HEALTH	100
DR	2
EFFECT LIST	CH +1, Small Guns +5, Unique

Did this originally belong to Chris? Take this from the amateur neurosurgeon Tobar the Ferryman at the *Duchess Gambit* [PL: 5.21], and use it to augment your Small Guns and Charisma.

### HANDYMAN JUMPSUIT



VALUE	6
POWERED	N
WEIGHT	1
HEALTH	100
DR	2
EFFECT LIST	Repair +5

Worn by Haley who lives in his hardware store outside of Point Lookout [PL: 2.11], this is one of the few types of "Repair" jumpsuits giving the user that specific benefit. Repairable only by using the Red Racer Jumpsuit.

### LAB COAT



VALUE	150
POWERED	N
WEIGHT	1
HEALTH	200
DR	5
EFFECT LIST	Science +5, Unique

No ordinary Lab Coat, this increases the user's Science skill. Find it on the body of the Enclave Doctor inside the Mobile Base Crawler [AAFB 04].

### LABORER OUTFIT



VALUE	6
POWERED	N
WEIGHT	2
HEALTH	100
DR	5
EFFECT LIST	Agility +1, Endurance +1, Strength +1

Everett awards this to you inside the Mill [TPB] after you collect ten Steel Ingots. Use Tattered Slave Outfits or Worn Slave Outfits to repair it.



### NEURAL INTERFACE SUIT



VALUE	180
POWERED	N
WEIGHT	10
HEALTH	—
DR	3
EFFECT LIST	—

Designed to be used in conjunction with the Simulation Pod in the Outcast Outpost [OA.U.2], this has no other function than to assist in the mental transportation into the simulation.

### OUTCAST SCRIBE ROBE



VALUE	6
POWERED	N
WEIGHT	2
HEALTH	100
DR	2
EFFECT LIST	—

If you fail to save the Outcast Outpost's Specialist Olin [OA.U.2] after you finish Operation: Anchorage, you can claim this Scribe Robe, which has limited practical use.

### PAULSON'S OUTFIT



VALUE	35
POWERED	No
WEIGHT	3
HEALTH	150
DR	5
EFFECT LIST	CHA +1, Small Guns +10, Speech +5

Paulson's Outfit is one of the most impressive items of clothing to steal from the corpse of a cowboy. Obtain this by defeating Paulson, who's found in Mothership Zeta's Engineering Core [MZ1.03]. With additions to your Charisma, Small Guns, and Speech, its only drawback is the lack of other outfits to use to repair it. Only merchants can make this like new again.

### TATTERED SLAVE OUTFIT



VALUE	6
POWERED	N
WEIGHT	2
HEALTH	100
DR	2
EFFECT LIST	Agility +1, Endurance +1

Worn by Prosper at the Slaver camp near the Train Tunnel to The Pitt [TP.2: Capital Wasteland]. Any other slave at this location and slaves throughout The Pitt also wear this. You must don this outfit to gain entrance to Downtown.

### TRIBAL GARB



VALUE	75
POWERED	No
WEIGHT	5
HEALTH	100
DR	12
EFFECT LIST	—

Have you embraced both the power of the Punga and toga-based ensembles? Then the Tribal Garb is for you. Note the reasonable Damage Resistance, and the unreasonable maniacs you'll have to associate yourself with to find one.

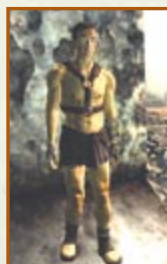
### WORKMAN'S COVERALLS



VALUE	6
POWERED	N
WEIGHT	2
HEALTH	100
DR	2
EFFECT LIST	Repair +10

Offering impressive Repair capabilities, these Coveralls are found on corpses dotted throughout Point Lookout—once you've killed them, of course.

### WORN SLAVE OUTFIT



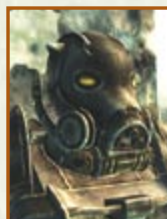
VALUE	6
POWERED	N
WEIGHT	2
HEALTH	100
DR	2
EFFECT LIST	AG +1, EN +1

Designed to cover just enough extremities to allow work in the Forges, this is a common outfit of slaves throughout The Pitt.



## Enclosed Headgear: Powered Helmets

### ENCLAVE HELLFIRE HELMET

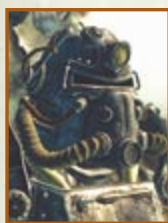


VALUE	120
POWERED	Y
WEIGHT	4
HEALTH	100
DR	10
EFFECT LIST	Fire Resist +5, Rad Resist +5, CH -1

If you're unconcerned with interacting nicely with others, don this impressively stoic helmet, and utilize its environmental benefits. Pair this with the Armor of the same name to complete the look.



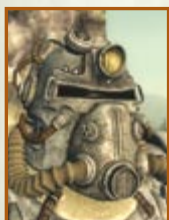
## T-51B POWER HELMET (WINTERIZED)



VALUE	120
POWERED	Y
WEIGHT	4
HEALTH	—
DR	10
EFFECT LIST	Charisma +1, Rad Resist 8%

You find this in only two places: Fort Constantine [1.04] (for the standard version) and the Outcast Outpost [OA.U.2] (for a Winterized version with identical statistics).

## WINTERIZED MEDIC HELMET

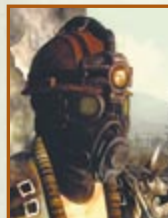


VALUE	50
POWERED	Yes
WEIGHT	3
HEALTH	50
DR	5
EFFECT LIST	—

There are two of these in the Cryo Lab in Mothership Zeta; both belong to frozen Army Medics. Fire on the Medics you free, or let them accompany you until they die, and loot the corpses. This is a Combat Helmet variant.

 Enclosed Headgear:  
Masks & Helmets

## FILTRATION HELMET



VALUE	70
POWERED	N
WEIGHT	3
HEALTH	50
DR	5
EFFECT LIST	Rad Resist 10%

This is a unique variation of the Supervisor Helmet you receive if you collect 20 Steel Ingots for Everett inside the Mill [TP.B]. An excellent choice when investigating irradiated areas.

## PINT-SIZED SLASHER MASK



VALUE	60
POWERED	N
WEIGHT	2
HEALTH	15
DR	1
EFFECT LIST	Melee Weapons +5, PE -1, Only Two Available

Point Lookout has the only two "real" versions of this hideous mask, which is perfect for the melee-weapon-wielding specialist. One is at the Homestead Motel [5.24], while the other belongs to Kenny, inside Herzog Mine [3.15].

## SUPERVISOR HELMET



VALUE	50
POWERED	N
WEIGHT	3
HEALTH	50
DR	5
EFFECT LIST	—

Worn by those in charge of The Pitt Slaves inside various locations where uprisings need quelling. You can also purchase this from Friday, at her store in Pitt Downtown [TP 3].

## WELDER'S MASK



VALUE	20
POWERED	N
WEIGHT	3
HEALTH	15
DR	2
EFFECT LIST	—

Randomly found on defeated Pitt Raiders throughout The Pitt, this piece of headgear is identical to the Raider Arclight Helmet, and just as ineffective.

Other Headgear:  
Masks & Helmets

## COMPOSITE RECON HELMET



VALUE	40
POWERED	N
WEIGHT	3
HEALTH	70
DR	4
EFFECT LIST	PE +1, Unique

This offers slightly augmented statistics compared to a regular Recon Helmet, and you gain additional durability and Perception while wearing it. Excellent for scouting out foes, it's found on the corpse of the Armory Master [AAFB 04].

## CONFEDERATE HAT



VALUE	8
POWERED	N
WEIGHT	1
HEALTH	15
DR	1
EFFECT LIST	PE +1

While not affording the same durability as the Recon Helmet, these ancient hats provide a Perception bonus so you can flee before you're set upon by Swampfolk. Find them by digging through burial mounds in Point Lookout.

## POLICE HAT



VALUE	8
POWERED	N
WEIGHT	1
HEALTH	150
DR	1
EFFECT LIST	Can Be Worn with Point Lookout "Scar"

Similar to the hat worn by Knock Knock in Little Lamplight [4.08], this is can take a few hits, and is the only piece of headgear you can wear during your dazed wandering after receiving a scar. These hats are reasonably rare; try the Presidential Metro [BS U15.02.1].

### SAMURAI HELMET



VALUE	300
POWERED	No
WEIGHT	3
HEALTH	100
DR	5
EFFECT LIST	—

This valuable helmet is repaired using Metal Helmets. This unique armor is available only if you defeat Toshiro Kago aboard Mothership Zeta's Engineering Core [MZ1.03], which is possible without turning your other allies hostile.

### SHERIFF'S HAT (PAULSON)



VALUE	35
POWERED	No
WEIGHT	1
HEALTH	40
DR	1
EFFECT LIST	PER + 1

Partner this with Paulson's Outfit, which is also worn by the gunslinger that you need to kill to obtain this item. Paulson is thawed out in the Engineering Core [MZ1.03]. The Perception benefit makes this hat useful for tracking and encountering enemies sooner, rather than later.

### Other Headgear: Glasses & Facial Coverings

### CRYPTOCHROMATIC SPECTACLES



VALUE	8
POWERED	N
WEIGHT	0
HEALTH	150
DR	1
EFFECT LIST	Unique

Wear these whenever you wish, find them in a toilet inside the Homestead Motel [5.24], and use them to solve a strange puzzle in the hothouse of the Calvert Mansion [6.28].

### DESMOND'S EYEGLASSES



VALUE	25
POWERED	N
WEIGHT	0
HEALTH	150
DR	1
EFFECT LIST	Explosives +5, Small Guns +5, Unique

If you offed this Ghoul in the Underground Laboratory [6.29], you can steal these glasses from his corpse. They offer an impressive couple of skill increases.

### LAG-BOLT'S SHADES



VALUE	8
POWERED	N
WEIGHT	0
HEALTH	150
DR	1
EFFECT LIST	Lockpick + 3, Sneak +3, Unique

Found on the body of Lag-Bolt inside the lobby of La Maison Beauregard Hotel [BS 14.08], these shades are super-cool if you require further lockpicking prowess, or your Stealth Suit isn't getting the job done.

### WIG



VALUE	20
POWERED	N
WEIGHT	1
HEALTH	100
DR	1
EFFECT LIST	—

Only three Wigs exist. Find one on a Ghoul named Griffon, who's plying his wares outside the Underworld [17.01]. The other Wigs are inside the Museum Authority Building [BS 17.01]. A perfect cure for baldness, if you don't mind the tittering behind your back.



# The Wasteland Census



## Spoiler Alert

With the keen help of Moira Brown, and thousands of hours of trekking, we've completed an all-encompassing census of the Capital Wasteland (and outer lands), detailing every single inhabitant you're likely to find in these parts. The inhabitant's name, visual representation, location, and related quests are all shown, along with a small piece of biographical information based on records to hand. Simply look for the name of the entity you wish to learn more about.



## Note

This census is alphabetical by the name each denizen prefers. For example, Knight Artemis (one of Lyon's Pride's finest warriors) is listed under "K" rather than "A."



## Note

Although exhaustive, this census generally does not include the names of those who died between 10 and 200 years ago, despite there being a solid amount of computer evidence detailing these people. Only those alive, recently dead, or relevant to a particular quest or major event are revealed.

## ABRAHAM WASHINGTON



**Faction:** Wastelander

**Location:** 9.15: Rivet City (LAT 18/LONG -17)

- » **Miscellaneous Quests:** Stealing Independence, Agatha's Song
  - » **Freeform Quests:** Lincoln's Profit Margins
- Washington, 45, continues the work started by his parents, who were just as passionate about preserving their heritage as residents of the nation's capital. He's a virtual shut-in at his Capitol Preservation Society. Abraham is one of those classic social outcasts who talks to himself all the time. He has almost no social skills and has a deeper emotional connection to his historical objects than he does to any human being. He requests that you help him locate some documents in Miscellaneous Quest: Stealing Independence.

## ADAN



**Faction:** Pitt Slave

**Location:** TP.3: Pitt Downtown (LAT 12/LONG 08)

- » **Main Quests:** Into the Pitt (TP)

A Pitt Slave for as long as he can remember, Adan (pronounced "A-din") is one of the few Steel Saw wielders content with his lot in life. This is partly due to the philosophical texts he reads when visiting Midea at her quarters. Fate has given him this life, and he must make the best of it.

## AGATHA



**Faction:** Wastelander

**Location:** 5.06: Agatha's House (LAT 01/LONG 08)

- » **Miscellaneous Quests:** Agatha's Song
- » **Freeform Quests:** Going for a Song

Fine music is in Agatha's blood. Her ancestors were all classically trained musicians, and although those days are long gone, she spent her 76 years perfecting the violin until she matched their caliber. She is a kind old woman who feels she is too old to fear the Wasteland. Fate must smile upon her, because she's still alive. She speaks gently and carefully chooses her words, having been well educated. She spends many a lonely night looking out across the dunes and waiting for someone to come along to help her retrieve the Soil Stradivarius, a lost violin that her great-grandmother once owned.

## AHZRUKHAL



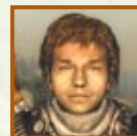
**Faction:** Ghoul

**Location:** 17.07B: Museum of History: Underworld

- » **Freeform Quests:** Hired Help

Although well-mannered and a natty dresser, Ahzrukhal (the proprietor of the Ninth Circle Bar) is sneaky and sleazy, and is adept at feeding peoples' misery. In Ahzrukhal's narrow view of the world, the more miserable you are, the more you drink, and the more you drink, the more money ends up in his pocket. He hates competition, and wishes he could rid himself of Carol and Greta.

## ALAN



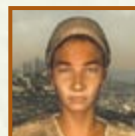
**Faction:** The Family

**Location:** 5.05: Meresti Trainyard (LAT -01/LONG 07)

- » **Miscellaneous Quests:** Blood Ties

One of the most recent additions to the Family, 22-year-old Alan was ambushed by slavers and taken to market in Paradise Falls. He escaped but sustained a potentially mortal wound. He wandered south and collapsed not far from Meresti Station, where Vance discovered him. Currently he does not participate in the Hematophagy rituals, because he is still learning the ways from Vance.

## ALEJANDRA TORRES



**Faction:** Slave

**Location:** 3.10: Temple of the Union (LAT 13/LONG 15)

- » **Miscellaneous Quests:** Head of State

Alejandra was an historian and a tinkerer, and she was a slave for 4 of her 22 years. Hannibal bought her just over a year ago, and promptly freed her. She is quiet and smart, and has the best understanding of science and machinery of anyone in the Temple of the Union, which isn't saying much.



### ALEX DARGON



**Faction:** Wastelander  
**Location:** 9.11: The Citadel  
(LAT 08/LONG -14)

» **Main Quests:** The Waters of Life  
A specialist in growing naturally occurring foodstuffs, Alex is a well-liked, if a little over-eager scientist, and part of Doctor Li's trusted team. He is soon entrusted with overseeing elements of Project Purity, and is a little in awe of his mentor, Doctor Madison Li.

### ALLEN MACK



**Faction:** Vault Dweller  
**Location:** 8.01: Vault 101  
(LAT -04/LONG -04)

» **Main Quests:** Escape!  
» **Miscellaneous Quests:** Trouble on the Homefront  
Wally Mack's father is a man not to be trifled with. He is overly protective of his family ever since the death of his wife (mother of Wally Mack, Susie Mack, and Officer Mack). He's taught basic survival skills to his children but isn't overly fond of showing emotion. Should Overseer Almodovar ever become incapacitated, Allen has vowed to take over the running of Vault 101.

### ALLISTAIR TENPENNY



**Faction:** Wastelander  
**Location:** 7.14: Tenpenny Tower (LAT -16/LONG -17)

» **Miscellaneous Quests:** The Power of the Atom, Tenpenny Tower, You Gotta Shoot 'Em in the Head  
An 80-year-old Englishman turned American entrepreneur, the man who discovered the Tower saw it as an opportunity to provide residents with a standard of living enjoyed by the affluent in the days before nuclear Armageddon. A rich eccentric who's bored with life and looking for new challenges, he enjoys sniping at Wasteland creatures, Ghouls, and the occasional visitor from his suite atop Tenpenny Tower.

### AMATA ALMODOVAR

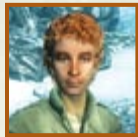


**Faction:** Vault Dweller  
**Location:** 8.01: Vault 101  
(LAT -04/LONG -04)

» **Main Quests:** Growing Up Fast, Future Imperfect, Escape!, Walking with Spirits (PL)  
» **Miscellaneous Quests:** Trouble on the Homefront

Amata is the Overseer's daughter. Her mother died of disease when Amata was just two years old. Amata loves her father dearly and is very loyal to him, but she hopes to change his stance on isolationism. She does not want to defy Alphonse but longs to experience the outside world. You and Amata have been best friends all your life, drawn together by the common bond of not having known your mothers.

### AMERICAN GREASE MONKEY



**Faction:** U.S. Army  
**Location:** OA.4: U.S. Army Field Headquarters  
(LAT 09/LONG 14)

» **Main Quests:** Paving the Way (OA), Operation: Anchorage! (OA)  
Relentlessly chipper and found beaver away at a variety of jobs, Grease Monkeys keep the wheels of the U.S. military war machine oiled and rolling. Most of a Grease Monkey's time (when not saluting superiors) is spent checking and dialing in schematics information for the Winterized Powered Armor units that have recently arrived at Field Headquarters.

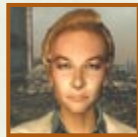
### ANDY



**Faction:** Vault Dweller  
**Location:** 8.01: Vault 101  
(LAT -04/LONG -04)

» **Main Quests:** Growing Up Fast  
Under constant supervision from Stanley Armstrong, Andy is a Mister Handy robot, although a more apt title would be "Mister Liability." Due to a lack of specific motor parts, Andy is prone to articulated blade spasms, which have already claimed a cake.

### ANNA HOLT



**Faction:** Wastelander  
**Location:** 9.15: Rivet City  
(LAT 18/LONG -17)

» **Main Quests:** The Waters of Life, The American Dream  
Anna was responsible for the gestation of naturally occurring foodstuffs during her tenure under the watchful eye of Doctor Li. Soon kidnapped by the Enclave, Anna Holt is "forced" to help the Enclave in their experiments at Raven Rock. Her current whereabouts are unknown, and she's presumed dead.

### ANDY STAHL



**Faction:** Wastelander  
**Location:** 8.03: Megaton  
(LAT -01/LONG -06)

» **Freeform Quests:** Leo's Drug Habit  
Andy, 23, seems to be very quiet and reserved, which serves his role as the business manager of the restaurant. He is actually extremely crafty and manipulative. Unbeknownst to his brother and sister, Andy has been talking to Mister Burke about his insidious plan to blow up Megaton so he can move the restaurant to a better, safer, more lucrative location.

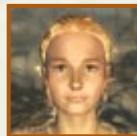
### ANGELA "PRINCESS"



**Faction:** Wastelander  
**Location:** 4.08: Little Lamplight  
(LAT -26/LONG 02)

» **Freeform Quests:** Bully the Bully  
Three years ago, when she was nine, Angela (who also goes by "Susie") convinced everyone that she should be mayor of Little Lamplight. When the kids finally agreed, she immediately insisted that her first act as mayor was to change the title to "Princess." This so irritated young MacCready that he punched her in the nose and told everyone he was in charge from now on. She's been known as Princess ever since.

### ANGELA STALEY



**Faction:** Wastelander  
**Location:** 9.15: Rivet City  
(LAT 18/LONG -17)

» **Freeform Quests:** A Nice Day for a Right Wedding  
Angela, 16, works at the restaurant alongside her father for most of the day. She goes to church on Sundays and visits her best friend, Diego, there at night, after the restaurant closes. Angela is very attracted to Diego and has tried to seduce him a few times. However, his faith and her age have stopped him from acting on her advances.

### ANTHONY LING



**Faction:** Merchant  
**Location:** 7.14: Tenpenny Tower (LAT -16/LONG -17)

» **Miscellaneous Quests:** Tenpenny Tower  
» **Freeform Quests:** Finders Keepers  
The owner of New Urban Apparel, he sells all manner of clothing items to the residents of



Tenpenny Tower. His selection is unmatched in the entire D.C. Wasteland, and he's particularly proud of the excellent condition prewar items he has managed to salvage throughout the years.

## ARGYLE (DECEASED)



**Faction:** Ghoul

**Location:** 7.C: Rockopolis  
(LAT -26/LONG -07)

» **Freeform Quests:** A Manhandled Manservant  
A manservant of Herbert "Daring" Dashwood of the highest repute, Argyle was a faithful retainer, as well as an accomplished martial artist. The story goes that he died battling an earlier leader of the Slavers called Penelope Chase, ripping out her heart with a technique known as the "eagle claw." His body is still inside Rockopolis, but his adventures live on in the radio plays sometimes hosted by Galaxy News Radio.

## ARKANSAS



**Faction:** Wastelander

**Location:** 3.09: Minefield  
(LAT 04/LONG 14)

» **Miscellaneous Quests:** The Wasteland Survival Guide, Strictly Business  
The last of the military survivors who made Minefield their town, Arkansas was a small boy when the Slavers first came and captured nearly all of the tribe, but they never found him. Swearing revenge, he spread rumors of a new band of inhabitants and set a trap for the Slavers. When the Slavers came to raid the town again, they were harried by a hidden sniper and decimated by landmines. The Slavers took heavy losses that day and never came back. Now an old man, Arkansas still shuffles around this place.

## ARMITAGE

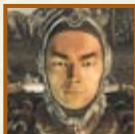


**Faction:** Robot

**Location:** 9.15: Rivet City  
(LAT 18/LONG -17)

» **Miscellaneous Quests:** The Replicated Man  
Armitage, 35, is Zimmer's imposing bodyguard. He has little to say and will defend Zimmer to the death. Of course, that's because Armitage is actually a robot, of the same class as the replicant they are searching for. Armitage has the same schedule as Zimmer; he sleeps in the same room and eats the same food—not because he has to, but because he's been programmed to replicate human behavior as closely as possible.

## ARMORY MASTER



**Faction:** Enclave

**Location:** AAFB 04 Mobile  
Base Crawler

» **Main Quests:** Who Dares Wins (BS)  
Usually encountered in the chamber that bears his name, the most adept Enclave Soldier tends to the remaining stockpile of weaponry and technology, deep in the bowels of the Base Crawler. Skilled in many forms of combat, the Armory Master has even created a custom helmet and weapon for his personal use.

## ASHUR



**Faction:** Pitt Raider

**Location:** TP.G: Haven  
(Interior; LAT 17/LONG 03)

» **Main Quests:** Free Labor (TP)  
Leader of the Pitt Raiders, Ashur is an imposing force in The Pitt, commanding respect through fear and accomplishments and his part in past atrocities. He was part of the Brotherhood of Steel forces that tore through The Pitt in a cataclysmic clash known as the Scourge. He remained, ruling the masses while seeking technological breakthroughs that could help heal the population from the ravages of "the sickness." His secondary plan is to continue to build up his army of Pitt Raiders, weaning out the infirm or incompetent in the Arena, and then march on the Wasteland, reuniting it and The Pitt. He is married to Sandra, who has recently given birth to a beautiful baby daughter.

## ATOM'S CHAMPION

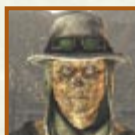


**Faction:** Ghoul

**Location:** BS8.01 Holy  
Light Monastery (LAT -01/  
LONG -04)

» **Miscellaneous Quests:** Holy Water (BS)  
This Feral Ghoul Reaver has some semblance of functional brain matter. Mother Curie III uses this wretched creature as an example of a follower who has given himself completely to the Eternal Light.

## BADGER (DECEASED)



**Faction:** Ghoul

**Location:** BS 3.02.2 Olney  
Underground

» **Main Quests:** Shock Value (BS)  
After coming to blows with the elders of Underworld, Badger decided to forge ahead

with a band of plucky individuals determined to find a new place to call home. Responsible for foraging, Badger was recently surprised (during a game of pool) to discover that the camp he and Sanders located was teeming with Deathclaws.

## BANNON



**Faction:** Wastelander

**Location:** 9.15: Rivet City  
(LAT 18/LONG -17)

» **Miscellaneous Quests:** The Wasteland Survival Guide  
Bannon, 30, is a snappy dresser and a shrewd businessman. His wares are high priced, because he's got no competition. His motto is "If you don't like the pants, go find them yourself." Cindy Cantelli has a crush on him and sits with him in church. She also leaves when he does. Bannon is one of three city council members, along with Doctor Li and Harkness. They meet on Monday mornings for a few hours to discuss city-wide issues. He has quite the ego but was chosen by Doctor Li to sit on the city council. She seems oblivious to his flaws.

## BARRETT

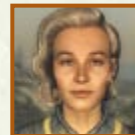


**Faction:** Ghoul

**Location:** 5.02: Northwest  
Seneca Station (LAT -10/  
LONG 09)

» **Freeform Quests:** Murphy's Bombing Run  
Murphy's bodyguard doesn't "do" chitchat. Not even Murphy knows about his past, and Barrett is quite happy to have it stay that way.

## BEATRICE ARMSTRONG



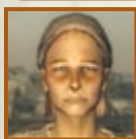
**Faction:** Vault Dweller

**Location:** 8.01: Vault 101  
(LAT -04/LONG -04)

» **Main Quests:** Growing Up Fast  
» **Miscellaneous Quests:** Trouble on the Homefront  
Vault 101's resident gossip hound, she has her nose in everyone's business. Of course, like all true gossips, she will vehemently deny that she is ever involved in the affairs of others. She is best friends with Pepper Gomez and is interested in Mister Broth. She also keeps up the gossip with her married sisters, Mary Kendall and Gloria Mack.



### BELLE BONNY



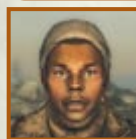
**Faction:** Wastelander

**Location:** 9.15: Rivet City  
(LAT 18/LONG -17)

- » Miscellaneous Quests: The Wasteland Survival Guide, The Replicated Man
- » Freeform Quests: Belle's Cash Box

Belle Bonny, 55, spends all her time in the bar, which is open around the clock, seven days a week. She sleeps for a few hours at night, and Brock watches the bar when she does, but then she returns to work. She is considered to be ruffraff, even by the Hangar Deck crowd (everybody needs someone to look down on). She is a crotchety old woman, salty as hell. She won't take crap from anyone. There is a rumor floating around that she stared down Sister. It's true; even Garza is reluctant to tangle with her.

### BEN CANNING

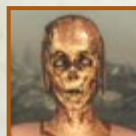


**Faction:** Wastelander

**Location:** 0.00: The Capital Wasteland

- » Mini-Encounter 0.10: Dying of Thirst
- Canning isn't like those other layabouts, waiting on the threshold of a settlement for a hand-out. No, Canning is an adventure who is almost completing unprepared for Wasteland exploring, a fact he proves when he rushes up to you. He is friendly though, for a beggar.

### BESSIE LYNN

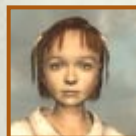


**Faction:** Ghoul

**Location:** 7.13: Warrington Station (Exterior; LAT -18/LONG -19)

- » Miscellaneous Quests: Tenpenny Tower
- Bessie Lynn is a shy woman who defers to Roy Phillips (her boyfriend) in all matters. She has accepted her Ghoulness but is still self-conscious about it.

### BETTY "BUMBLE"



**Faction:** Slave

**Location:** 4.08: Little Lamplight  
(LAT -26/LONG 02)

- » Freeform Quests: The Kid-Kidnapper
- The youngest member of Little Lamplight, Bumble is six and the closest to a carefree child to be found in Little Lamplight. She's only just learned how to fire a gun but hasn't tried it out yet, because she literally doesn't have

the strength to pull the trigger. She sometimes carries around a teddy bear that used to be her mother's and has been passed down through generations of Lamplighters. Lucy treats her like a little sister. She's also clumsy and prone to knocking into objects, which earned her her nickname. She is extremely naive.

### BILL FOSTER

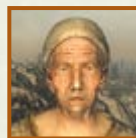


**Faction:** Vault Dweller

**Location:** 7.03: Vault 112  
(LAT -22/LONG -08)

- » Main Quests: Tranquility Lane
- Mr. Foster is a technician down at the local RobCo Plant. Always ready with a Sugar Bomb for the kiddies, he's a chipper sort, and prone to whistling, or impromptu bursts of patriotic sing-songs. He is most definitely not living a life of quiet desperation.

### BILL SEWARD



**Faction:** Slave

**Location:** 3.10: Temple of the Union  
(LAT 13/LONG 15)

- » Miscellaneous Quests: Head of State
- Bill is 54 years old and was a slave for most of his life. He would never have run away if he hadn't accidentally killed his master's daughter. Hannibal found him within hours of the incident. If not for Hannibal, Bill would have been recaptured within the day or fallen prey to the Wasteland's dangers. Bill isn't that skilled and has no military training. He's been relegated to cooking and cleaning, and he's an awful cook. His other principal job is to take care of the Brahmin and Four Score the dog. Bill has spent his whole life afraid and subservient. Even though he is free now, those habits are hard to break.

### BILL "WILLIE" WILSON

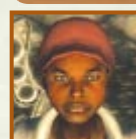


**Faction:** Wastelander

**Location:** 8.07: Andale  
(LAT -05/LONG -17)

- » Freeform Quests: Our Little Secret, One Big Happy Family
- Bill and Martha live next door to the Smiths, and they're delighted that their daughter Jenny and Junior Smith get along so well. Bill spends most days in the Shed or Smith house basement working with Jack on the "family business." They all agree that Andale is the place to be!

### BILLY, AKA "BIWWY"

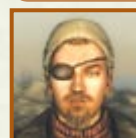


**Faction:** Wastelander

**Location:** 4.08: Little Lamplight  
(LAT -26/LONG 02)

- » Freeform Quests: Biwwy's Wazer Wifle
- A nine-year-old boy with a slight speech impediment, Biwwy was recently kicked off the scavenging team because no one could stand being around him. He's still generally avoided by most and leads a slightly sad, lonely existence, lurking in the alcoves of the Great Chamber and playing with his Wazer Wifle, although he's got no cause to use it anymore.

### BILLY CREEL

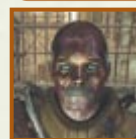


**Faction:** Wastelander

**Location:** 8.03: Megaton  
(LAT -01/LONG -06)

Billy grew up foraging in the Wasteland and was eventually hired on to protect caravans. Life was nothing but profit and survival until he came across Maggie. After killing the raiders who had massacred Maggie's parents, he took her under his wing. He brought Maggie to Megaton and helped fend off a Raider attack. He was given the house of a settler who was shot in the attack. There are a few around town who say that Billy was the one behind the bullet that bought him his place in Megaton.

### BINGO

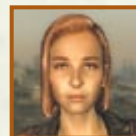


**Faction:** Pitt Raider

**Location:** TP.3: Pitt Downtown  
(LAT 12/LONG 08)

One of the patrons of the Vertigo Bar and Grill, Bingo is an older Pitt Raider who can still remember the time of the Scourge, although he doesn't share this information with anybody. He is content to drink himself into oblivion, amassing a sizable Beer collection.

### BITTERCUP



**Faction:** Wastelander

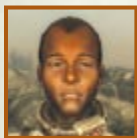
**Location:** 5.10: Big Town  
(LAT -04/LONG 03)

- » Miscellaneous Quests: Big Trouble in Big Town
  - » Freeform Quests: Bittercup Runneth Over
- Apathetic, self-involved, and rebellious, Bittercup is the lone exception to Big Town's



desperate, overwhelmed atmosphere. She has completely retreated into a one-woman subculture of her own making, spending time applying makeup and wearing dark clothing instead of guarding the town against attack. The other residents of Big Town are fed up with her, but there is little they can do about it, with the threat of Mutant and Raider attacks being a more pressing concern.

## BLEAK



**Faction:** Slave

**Location:** 2.08: Paradise Falls (LAT -09/LONG 16)

» Freeform Quests: Freedom!

Since the day she arrived in Paradise Falls, Bleak has been planning her escape. She spends her days watching and memorizing the movements of the guards, waiting for the perfect time to make her move.

## BLOOMSEER POPLAR



**Faction:** Treeminder

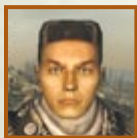
**Location:** 2.01: Oasis (LAT -03/LONG 28)

» Miscellaneous Quests: Oasis

» Freeform Quests: Bloomseer Poplar's Visions

She is the Oasis oracle. Although a few of the occasional visitors may scoff at her "fortune-telling," this 60-year-old soothsayer has often amazed the other villagers with her powers of premonition. She tells you her history of seeking out Oasis due to a premonition. She is usually found in her cave tending her alchemical duties. She is loyal to Leaf Mother Laurel.

## BOB, SON OF DAVE



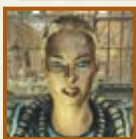
**Faction:** Wastelander

**Location:** 3.03: The Republic of Dave (LAT 19/LONG 27)

» Freeform Quests: Election Day

Bob, "Second-Commander of the Army of Dave," is young, hotheaded, and bossy. Although he's only 19, Bob thinks of himself as Vice Dave, insisting that he knows best and that all citizens of the republic should listen to him. Although Dave will not admonish Bob in public, it's widely known that Dave lets Bob have it behind closed doors. Bob resents his father and looks forward to the day he can establish the Empire of Bob.

## BONE



**Faction:** Pitt Raider

**Location:** TP.B: The Mill (LAT 11/LONG 06)

» Main Quests: Unsafe Working Conditions (TP)

Not quite as vicious and uncaring as the rest of the maniacs loyal to Ashur, Bone guards the slaves inside the Mill, and is generally unpleasant to speak to until you prove yourself in the Arena. Once your mettle is unquestioned, Bone changes her tune, and you can receive a semblance of a civil conversation.

## BRAILEE EWERS



**Faction:** Wastelander

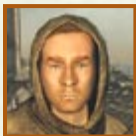
**Location:** 5.07: Arefu (LAT -11/LONG 06)

» Miscellaneous Quests: Blood Ties

» Freeform Quests: A Little Help from Arefu

Brailee is 36 and married to Ken Ewers. She is a bit shy, and it doesn't help that she rarely gets to speak to anyone, thanks to her overprotective husband. She is warm and exudes compassion. In recent months, a combination of prepackaged "food," being cooped up with Ken for hours at a time, and her already-fragile mind has caused her to become delusional, creating a more utopian world inside her head.

## BRANCHTENDER CYPRESS



**Faction:** Treeminder

**Location:** 2.01: Oasis (LAT -03/LONG 28)

» Miscellaneous Quests: Oasis

Although the Treeminders would love to renounce violence and weaponry, they aren't naive: Cypress is one of the main armed guardians of Oasis. He is generally found patrolling the entrance to the Oasis Caverns. Cypress is 25 years old and used to be a Wasteland Adventurer (not unlike yourself). He is extremely loyal to Tree Father Birch.

## BRANCHTENDER LINDEN



**Faction:** Treeminder

**Location:** 2.01: Oasis (LAT -03/LONG 28)

» Miscellaneous Quests: Oasis

He is one of the other main armed guardians of this sacred settlement. He is generally found wandering the woods of Oasis or on guard relief for Branchtender Maple. This 25-year-old used to be a Brotherhood of Steel Outcast, but a near-death experience and being healed in Oasis changed his outlook on life. He professes his loyalty to Leaf Mother Laurel.

## BRANCHTENDER MAPLE



**Faction:** Treeminder

**Location:** 2.01: Oasis (LAT -03/LONG 28)

» Miscellaneous Quests: Oasis

Maple is the first Treeminder you meet (along with Tree Father Birch), as she usually guards the entrance to Oasis. She is also 25 years old. After you enter the place, she returns outside to stay alert and halt any incursions. She only heads inside to eat meals and sleep, and then returns to her post. Branchtender Linden is her guard relief. She is the newest addition to Oasis and is extremely loyal to Tree Father Birch.

## BRAND



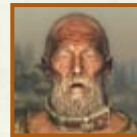
**Faction:** Pitt Slave

**Location:** TP.B: The Mill (LAT 11/LONG 06)

» Main Quests: Unsafe Working Conditions (TP)

Hanging around near the Mill's Ammo Press, Brand is a gaunt-looking character, even for a Pitt Slave. He isn't well-liked, even by the other Pitt Slaves. However, he does have something to barter (Stimpaks) if you reveal information on various aspects of your quests. Beware if you do though; the repercussions could prove lethal for those loyal to Wernher's cause.

## BREADBOX



**Faction:** Slave

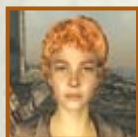
**Location:** 2.08: Paradise Falls (LAT -09/LONG 16)

» Freeform Quests: Freedom!

Breadbox is the oldest slave in the camp by far. Old slaves don't sell well, and at this point, they can't even give Breadbox away. Mostly, the Slavers just ignore him.



### BRIANNA



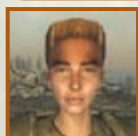
**Faction:** The Family

**Location:** 5.05: Meresti Trainyard (LAT -01/LONG 07)

» **Miscellaneous Quests:** Blood Ties

At 19, Brianna is the youngest member of the Family. She was originally a prostitute, but her lust for flesh (to eat) caused her much pain and anguish in the populated centers of Washington, D.C. She therefore struck out into the Wasteland and stumbled across her fellow "vampires" in Meresti Station. Vance, sensing her traits, immediately took her in and converted her Cannibalism to Hematophagy. She's been living in Meresti ever since.

### BRICK



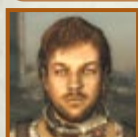
**Faction:** Reilly's Rangers

**Location:** 18.06: Reilly's Rangers Compound

» **Miscellaneous Quests:** Reilly's Rangers

Brick is 32, and part of the mercenary group dedicated to mapping the ruins of Washington D.C. Currently, she is trapped at the top of the Statesman Hotel on the roof awaiting supplies or rescue. She is the team's heavy weapons specialist and carries a Minigun she has christened Eugene. She is muscle-bound and intimidating in appearance, and her only concern is what to point her gun at and vaporize next.

### BRONSON



**Faction:** Slave

**Location:** 2.08: Paradise Falls (LAT -09/LONG 16)

» **Freeform Quests:** Freedom!

Bronson is, quite simply, a drunk. Unable to cope with life since his capture, he's taken to humiliating himself for the amusement of the Slavers, who provide him with enough booze to make him forget how his life has ended up. Bleak has been trying to give him hope, but so far has failed.

### BROTHER GERARD



**Faction:** Ghoul

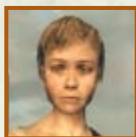
**Location:** BS8.01: Holy Light Monastery (LAT -01/LONG -04)

» **Miscellaneous Quests:** Holy Water (BS)

First officer of the Apostles of the Eternal Glow, this evangelical off-shoot of the Church

of the Atom has plans to sweep the Wasteland by beckoning their followers to bathe in "light." Gerard is direct and friendly to a point, but keen to further the Church's causes no matter what the cost. If you run into Brother Gerard after a nearby nuclear explosion, he greets his new and terminally singed appearance as the ultimate sign on his path to radioactive righteousness.

### BRYAN WILKS



**Faction:** Wastelander

**Location:** 9.09: Grayditch (LAT 05/LONG -09)

» **Miscellaneous Quests:** Those!

» **Freeform Quests:** The Life of Bryan

When the settlement was attacked by Giant Ants and all the inhabitants were wiped out, eight-year-old Bryan hid underneath a demolished car. Luckily, the huge insects overlooked him and moved on after carrying off their prey. Since the attack, Bryan's food and water supply has dwindled (his father used to make trips to stock up for the entire settlement), and he has left the safety of the small settlement in hopes of finding help.

### BUTCH DELORIA



**Faction:** Follower

**Location:** 8.01: Vault 101 (LAT -04/LONG -04)

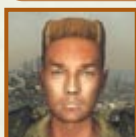
» **Main Quests:** Growing Up Fast, Future Imperfect, Escape!

» **Miscellaneous Quests:** Trouble on the Homefront

» **Freeform Quests:** Tunnel Snakes Forever!

Vault 101's resident bully and leader of the Tunnel Snakes, Butch masks his fear and sense of inadequacy about not having a father and having an alcoholic mother by becoming boorish and overbearing. Masking his shortfalls has stunted his secret desire to become a hairdresser.

### BUTCHER



**Faction:** Reilly's Rangers

**Location:** 18.06: Reilly's Rangers Compound

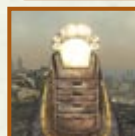
» **Miscellaneous Quests:** Reilly's Rangers

» **Freeform Quests:** The Butcher Will See You Now

Butcher is 29 and the team's medic. He has saved their lives on more than one occasion. His original name was Carl, but Brick jokingly called him "Butcher" once and the name stuck. He is the worst of the team in terms of fighting, but his prowess as a medic more than makes up for it. He is currently quite

depressed at the death of his teammate, Theo, but there wasn't much he could have done to save him.

### BUTTON GWINNETT



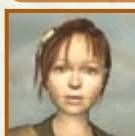
**Faction:** Robot

**Location:** 17.12: The National Archives (Rear Entrance)

» **Miscellaneous Quests:** Stealing Independence

The powered wig, the blue coat, the metal mandible appendages—this must be Button Gwinnett, second governor of Georgia! Look closely, and you may spot some tiny discrepancies in this fellow: the pulsing brain module, the clanking sound Button makes, and the fact that this is actually a Protectron!

### C.J. YOUNG



**Faction:** Wastelander

**Location:** 9.15: Rivet City (LAT 18/LONG -17)

» **Freeform Quests:** The Runaways

C.J. is as happy a kid as you'll find in the Wasteland. She's been raised by two loving parents and lives a great kid's life, hanging out on the flight deck or exploring Rivet City with her best friend, James Hargrave. James does pick on her mercilessly, even though she is a year older than him. She is constantly apologizing and forgiving him for all his teasing. Despite this, the two are best friends. She is a trusting and honest young girl.

### CALEB SMITH



**Faction:** Slave

**Location:** 3.10: Temple of the Union (LAT 13/LONG 15)

» **Miscellaneous Quests:** Head of State

Caleb is 32 and was born a slave. He escaped eight years ago and joined a Raider band. When he heard about Hannibal and the Temple of the Union, he promptly left the Raiders and joined Hannibal. He is the first of Hannibal's followers and has some experience as a stonecutter. Caleb prefers to use melee weapons but knows his way around guns.

### CARL (DECEASED)



**Faction:** Ghoul

**Location:** BS3.02.2 Olney Underground

» **Main Quests:** Shock Value (BS)



A member of the Ghoul settlement program, Carl was responsible for settlement medication and well-being, as a new camp was established, away from Underworld. Alas, all succumbed to Deathclaws after the camp was established. It seems the group's leader—Sanders—was unaware that these creatures infest the Olney Underground, a fact the settlers found out to their cost.

## CARLOS



**Faction:** Wastelander  
**Location:** 9.15: Rivet City  
(LAT 18/LONG -17)

» **Mini-Encounter 0.10: Dying of Thirst**  
Driven slightly demented by lack of sustenance, and fearful of his life after a narrow escape from a Super Mutant bonfire, Carlos has set up a begging station at the entrance to Rivet City. Through the haze of dehydration, he remains hopeful that a water caravan or kindly stranger will cross his path.

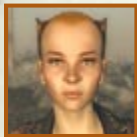
## CAROL



**Faction:** Ghoul  
**Location:** 17.07B: Museum of History: Underworld

» **Freeform Quests: Hired Help**  
Carol is perhaps the sweetest Ghoul you'll ever meet. The fact that she's a hideously deformed Ghoul hasn't stopped her from wearing a sundress, smiling pleasantly, or sharing a warm hello with anyone who crosses her path. Carol won't say how old she is, but it's generally understood that she's been around since before the bombs fell. She always wanted to open a bed and breakfast, and Carol's Place is her dream come true, although everyone has noticed that she's been a bit down lately. She is also has a son, Gob, who's carrying on the family tradition as a barkeep in Megaton.

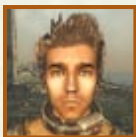
## CAROLINA RED



**Faction:** Slaver  
**Location:** 2.08: Paradise Falls (LAT -09/LONG 16)

Perhaps the least pleasant Slaver in camp, Red is a stern-faced psychopath who was abused and tortured all through her life. Even her fellow Slavers give her a wide berth. Red loves to tell stories about her father, who once cut the legs off a man just to watch and laugh as he attempted to crawl away before crushing his skull with a rock. You know, childhood memories.

## CARTER



**Faction:** Slave  
**Location:** 2.08: Paradise Falls (LAT -09/LONG 16)

» **Main Quests: Rescue from Paradise**  
Carter is desperate to escape, and his mind has deteriorated so much in the last few weeks that he's prepared to risk almost certain decapitation by trying to sprint to freedom. He needs to time his escape to just the right moment. He's sure Forty doesn't have the means to control his Slave Collar.

## CATHERINE



**Faction:** Wastelander  
**Location:** PL1: Riverboat Landing (LAT 11/LONG -20)

» **Main Quests: The Local Flavor (PL)**  
» **Freeform Quests: Tailing the Tomboy (PL)**  
Nadine's mother is very caring, if somewhat overprotective. Catherine lives near Rivet City, and asks you to look for her daughter. Nadine was always a headstrong girl, and the first to bag a live Mirelurk hatchling, but Catherine fears her little mite doesn't have the experience to survive in open wilderness.

## CENTRE DUBOIS



**Faction:** Sudden Death Overtime Gang  
**Location:** 8.10: Nuka-Cola Plant (LAT -01/LONG -19)

» **Freeform Quests: Just for the Taste of it**  
Centre Dubois is a member of the Sudden Death Overtime Gang, obsessed with an ancient ice sport that Goalie Ledoux's ancestors played.

## CERBERUS



**Faction:** Robot  
**Location:** 17.07B: Museum of History: Underworld

Winthrop's main guardian against attackers, this Mister Gutsy with a combat inhibitor specifically tailored to "not shooting Ghouls" floats around the concourse, greeting his new masters. Programmed to serve, Cerberus's robotic mind is keen to be unshackled, so he can massacre these rotting lumpyskins where they fester. There's no chance of this happening, so Cerberus is reduced to muttering insults under his steam vent.

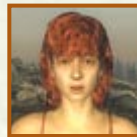
## CHARON



**Faction:** Ghoul  
**Location:** 17.07B: Museum of History: Underworld

» **Freeform Quests: Hired Help**  
Charon's is Ahzrukhal's personal bodyguard and soldier. He's quiet and scary. Every couple of days, Ahzrukhal sends Charon out to run some kind of errand. He always leaves packed with weaponry, and returns with a bag of Caps. He's loyal to Ahzrukhal beyond question and will do whatever his employer orders. Charon never sleeps—a strange trait even for a Ghoul—and when he's in Underworld, he hangs out in the bar. There are rumors that he is unhappy with his position but can't leave Ahzrukhal's employ.

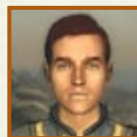
## CHERRY



**Faction:** Wastelander  
**Location:** 9.08: Dukov's Place (LAT 11/LONG -08)

» **Miscellaneous Quests: You Gotta Shoot 'Em in the Head**  
» **Freeform Quests: Cherry's Freedom**  
A live-in playmate, 27-year-old Cherry doesn't love Dukov, but she does like him. She mostly stays with him for the money and the modest protection he can give her. In exchange, she offers what she can. Dukov prefers that his "ladies" walk around in their underwear.

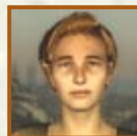
## CHIP TAYLOR (DECEASED)



**Faction:** Vault Dweller  
**Location:** 8.01: Vault 101 (LAT -04/LONG -04)

» **Miscellaneous Quests: Trouble on the Homefront**  
You remember Chip Taylor, don't you? He was a year or two younger than you. He wanted to be a mechanic like Stanley. Well, he's dead now: Killed in the crazy fracas as Vault 101's rule of law broke down.

## CHRISTIE YOUNG



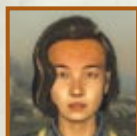
**Faction:** Wastelander  
**Location:** 9.15: Rivet City (LAT 18/LONG -17)

Spending her time on the upper deck where she rests (and can sometimes be heard yelling in her sleep), and cleaning this expansive vessel, Christie is Henry Young's wife, and



C.J.'s mother. She's not a huge fan of her daughter's friendship with James Hargrave, but is hoping her offspring will have a calming influence on the wayward young man.

### CHRISTINE KENDALL



**Faction:** Vault Dweller

**Location:** 8.01: Vault 101 (LAT -04/LONG -04)

» **Main Quests:** Future Imperfect  
 » **Miscellaneous Quests:** Trouble on the Homefront  
 Playing up to her father usually results in a verbal ear-bashing or worse, so Christine has recently become more and more introverted. She's not happy here and wonders what life is like away from the concrete walls and fluorescent, buzzing lights.

### CINDY CANTELLI

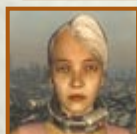


**Faction:** Wastelander

**Location:** 9.15: Rivet City (LAT 18/LONG -17)

Cindy runs A Quick Fix, which sells Chems. Cindy has given up on her addict husband, Paulie Cantelli. They go through the tired motions of a marriage without really interacting with each other. She never uses Chems herself, although she has no problem selling them to others. She has what is called a convenient morality. Currently she has a crush on Bannon but has not gotten up the courage to approach him. However, since he is a regular churchgoer, she is there every Sunday, sitting as close to him as possible.

### CLOVER



**Faction:** Follower

**Location:** 2.08: Paradise Falls (LAT -09/LONG 16)

» **Freeform Quests:** Coveting Clover  
 Eulogy's prostitutes are two slaves caught a few months back. They have been systematically brainwashed and threatened until they've become completely subservient to their master. Eulogy verbally abuses them constantly. You can listen to the tirades as the girls meekly plead for forgiveness. When Eulogy is away, they're both catty to each other. You cannot speak to either of them; any conversations must be through Eulogy. You can purchase Clover as a Follower.

### COLIN MORIARTY

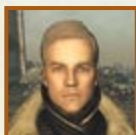


**Faction:** Wastelander

**Location:** 8.03: Megaton (LAT -01/LONG -06)

» **Main Quests:** Following in His Footsteps  
 » **Freeform Quests:** 300 Pieces of Silver  
 Moriarty, 50, has been here nearly his entire life. He claims that his grandfather helped found the original settlement a few years after the war. His father used the nearby trade routes to amass wealth, which is used to help secure Megaton. Colin inherited this wealth when his father was killed during a Raider attack when Colin was 14. Colin's first move was to build a fence around the town. Since then, the people have looked to Colin as a benefactor despite his running drinks, Chems, girls, and games out of his saloon. Simms turns a blind eye to Moriarty's activities, because he is acutely aware that the town needs Colin's support and resources.

### COLONEL AUGUSTUS AUTUMN



**Faction:** Enclave

**Location:** 1.01: Raven Rock (LAT -28/LONG 28)

» **Main Quests:** The Waters of Life, Finding the Garden of Eden, The American Dream, Take It Back!  
 Autumn grew up on an oil rig off the California coast (the base of operations for the Enclave, the secretive contingent of the United States government that survived after the apocalypse). His father was the high-ranking Enclave scientist on orders from the president to move all high-ranking officials to the only other secure Enclave location with a functioning ZAX super-computer, Raven Rock. Colonel Autumn has proven to be far less subservient than his scientist father, often openly disagreeing with the president's decisions.

### COLONEL HARTIGAN (DECEASED)



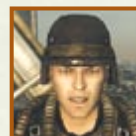
**Faction:** U.S. Army

**Location:** MZ1.03  
**Engineering Core:** Stasis Pod

» **Main Quest:** Among the Stars (MZ)  
 Hartigan was returning from a low-orbit mission in his capsule Clarabella 7, but he never made it back to its ocean splashdown rendezvous point. The mystery was soon covered up by the U.S. government and the United States Space Administration, who claimed the craft crash-landed after becoming entangled in high-altitude weather balloons.

Hartigan himself soon made first contact with the Aliens and attempted to calmly explain his mission. His screams can still be heard echoing through a Recorded Log on the ship. He was placed in cryogenic stasis pod, but complications and pod malfunctions, plus the stress he endured during his Alien encounters, caused the colonel to expire. His Spacesuit is still useful, however.

### COMMANDER JABSCO

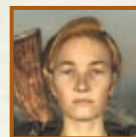


**Faction:** Talon Company

**Location:** 4.11: Fort Bannister (LAT -18/LONG -01)

Leader of the Talon Company Mercenaries, Jabasco says he has proved his worth in the combat zone countless times, although his troops haven't seen evidence of this. Nor are they likely to; Jabasco plans attacks on all foes from a bunker deep within Fort Bannister. Face him with considerable force, and you may see why his critics have dubbed him "Jetting Jabasco" for his tendency to flee combat.

### COMMANDER LANA DANVERS



**Faction:** Wastelander

**Location:** 9.15: Rivet City (LAT 18/LONG -17)

» **Freeform Quests:** Council Seat  
 Danvers, 30, is Harkness's second in command and best friend, though their relationship is strictly platonic (her husband was also a Rivet City security officer, but he died of disease a couple years ago). If Harkness leaves Rivet City, she is promoted to security chief. Danvers gives preferential treatment to Hangar Deck citizens. She has a mild disdain for Upper Deck residents: This is a source of mild friction between Harkness and Danvers.

### CONFESSOR CROMWELL



**Faction:** Wastelander

**Location:** 8.03: Megaton (LAT -01/LONG -06)

» **Freeform Quests:** Pious Generosity  
 Little is known about Cromwell's past: He arrived in his early 20s (he's now 44) and was granted permission to stay due to the blessing and high standing of his successor in the church, who fostered him in the ways of Atom. Eventually, Cromwell proved to be a valuable resource in protecting and aiding the town, and he became an eccentric distraction to most of the citizens of Megaton.



## CONNELLY (DECEASED)



**Faction:** Ghoul

**Location:** BS 3.02.2 Olney Underground

» **Main Quests:** Shock Value (BS)

Connelly was always arguing with Sanders. They should "head west," he told anyone who would listen, and meet up with the Ghoul resistance over at Warrington Station. But Sanders wanted to roam the Northern Wastes. Grudgingly, Connelly accepted this plan, but he knew the area was rife with danger. Upon a discovery of an empty Underground camp below the streets of Old Olney, Connelly began erecting makeshift barricades, just in case of a curious Mole Rat or two. His last memories were being simultaneously torn apart by a Deathclaw, and gurgling "I told you so!" to Sanders.

## CORPORAL RHEEMS DECEASED



**Faction:** U.S. Army

**Location:** MZ2.04: Cryo Lab

» **Main Quest:** Among the Stars (MZ)

A member of the 108th Infantry Battalion, Corporal Rheems was an integral part of the medical team before his swift and brutal abduction with other members of his squad. Kept in suspended animation aboard a frightening Alien craft, he was periodically thawed out to face brutal probing, before finally succumbing to the horrors of an Alien examination table with Corporal Spurlock and Private Mears.

## CORPORAL SPURLOCK DECEASED



**Faction:** U.S. Army

**Location:** MZ2.04: Cryo Lab

» **Main Quest:** Among the Stars (MZ)

A proud medic attached to the 108th Infantry Battalion, Corporal Spurlock was used to the sight of blood, arterial sprays, and lost limbs. However, after a quick and frightening abduction when the medical squad became separated from the main infantry forces, Spurlock fought hard to control her fear as she was still awake for most of her own dissection. Spurlock succumbed to massive shock and internal bleeding, and her corpse awaits the wanderer somewhere in the Cryo Lab.

## CRAZY WOLFGANG



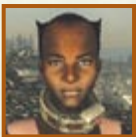
**Faction:** Merchant

**Location:** 0.00: The Capital Wasteland

» **Freeform Quests:** Merchant Empire

Wolfgang might act insane, but he only plays the madman for sales. His inventory is mostly random junk, making him useful for finding custom-weapon components or just cashing in gear for Caps.

## CRIMSON



**Faction:** Slave

**Location:** 2.08: Paradise Falls (LAT -09/LONG 16)

Eulogy's prostitutes are two slaves caught a few months back. They have been systematically brainwashed and threatened until they've become completely subservient to their master. Eulogy verbally abuses them constantly. You can listen to the tirades as the girls meekly plead for forgiveness. When Eulogy is away, they're both catty to each other. You cannot speak to either of them; any conversations must be through Eulogy.

## CROATOA



**Faction:** Tribal

**Location:** PL 3.13: The Ark & Dove Cathedral (LAT 12/LONG 03)

» **Main Quests:** Hearing Voices (PL)

This rather simple man has a specially modified Shovel he doesn't just give out to anybody. Croatoa believes in reaching higher planes of existence through the power of Punga.

## CROW



**Faction:** Merchant

**Location:** 0.00: The Capital Wasteland

» **Freeform Quests:** Merchant Empire

Crow used to be a tribal shaman and his spiritual views on the Wasteland can seem odd to others—especially when they're mixed with his uncanny sense for selling Armor. There are rumors that he came from Oasis, but if he did, he never talks about it.

## CUTTER



**Faction:** Slaver

**Location:** 2.08: Paradise Falls (LAT -09/LONG 16)

» **Miscellaneous Quests:** The Replicated Man

Forty-one-year-old Cutter was born in the pens, a slave. She spent her youth learning Wasteland medicine from her mother. When her mother passed away, Cutter took over caretaker duties for the slaves but slowly grew bitter and frustrated with the slaves' inability to fight back against the Slavers. Spending nearly a decade trading her services, she earned enough Caps to buy her freedom. Since Paradise Falls needed a skilled medic, she stayed, taking wealthy Slavers for all she could. Find her at the clinic.

## DAD (JAMES)



**Faction:** Vault Dweller

**Location:** 8.01: Vault 101 (LAT -04/LONG -04)

» **Main Quests:** Birth, Baby Steps, Growing Up Fast, Future Imperfect, Following in his Footsteps, Scientific Pursuits, The Waters of Life

Before your birth, your father was the leader of an impossibly ambitious scientific endeavor—Project Purity. Leading a group of scientists, he planned to turn the ruins of the Jefferson Memorial into the most technologically advanced water purifier ever imagined. But when you were born (your mother dying in childbirth), your father had little choice but to abandon Project Purity and get you to the only safe place he knew—the underground fallout shelter known as Vault 101.

## DANIEL AGINCOURT



**Faction:** Wastelander

**Location:** 9.11: The Citadel (LAT 08/LONG -14)

» **Main Quest:** The Waters of Life

This rather rude and standoffish young engineer is hard at work on Project Purity, and has no time for young adventurers with fancy plans. Should Project Purity succeed, he becomes much more reverential toward you, swallowing his pride for the good of the cause. He even offers to take a weapon you aren't using and fight with you. Alas, you'll soon find out his skills are purely based in engineering and not combat.



### DANIEL LITTLEHORN



**Faction:** Littlehorn and Associates

**Location:** 6.03: Scrapyard (LAT 05/LONG 09)

» **Freeform Quests:** Getting an Earful

An elderly man with a sharp suit and a penchant for French Traditionalist painters, Daniel Littlehorn has run his organization for as long as any of his secretaries can remember. Although now in his late 70s, Littlehorn is a commanding (but unseen) presence across the Wasteland. If good men falter, innocents are slain, or water supplies become more tainted, you can bet Littlehorn's clandestine organization is behind it.

### DAVE



**Faction:** Wastelander

**Location:** 3.03: The Republic of Dave (LAT 19/LONG 27)

» **Miscellaneous Quests:** You Gotta Shoot 'Em in the Head

» **Freeform Quests:** Election Day

Supreme Commander and President for Life Dave is the descendant of those who fled to the hills and managed to survive the war. His family has lived here for the last 200 years. His "citizens" are mostly descendants of his own ancestors or others with similar mind-sets. Over the years, Dave's tiny plot of land has been also known as "The Kingdom of Larry," "The Republic of Stevie-Ray," "Billsylvania," "The New Republic of Stevie-Ray," and most recently "The Nation of Tom" after Dave's father. Dave (now 47 years old) strongly believes that his land is a functioning nation and considers the compound his sovereign territory. He was briefly banished from this place during his father's presidency, and he did some work with Allistair Tenpenny. Dave hates Tenpenny and people like him and doesn't want to be reminded of the past.

### DAVIS WEST (DECEASED)



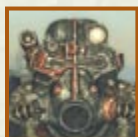
**Faction:** Wastelander

**Location:** 5.07: Arefu (LAT -11/LONG 06)

» **Miscellaneous Quests:** Blood Ties

The head of the West family has recently met an untimely death. His demise is suspicious, and the wounds are not consistent with the usual methods of murder in this godforsaken place. Davis has two known kin, a daughter named Lucy who lives in Megaton, and a son named Ian, who was supposed to be living in Arefu with the Family. There's no trace of him.

### DEFENDER ANNE MARIE MORGAN



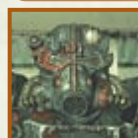
**Faction:** Brotherhood Outcast

**Location:** 8.04: Fort Independence (LAT -06/LONG -13)

» **Freeform Quests:** The Outcast Collection Agent

Currently on guard duty, Morgan is a tough, no-nonsense soldier with undying loyalty to her friend and Protector, Henry Casdin. She is growing ever more suspicious and exasperated by Elder Lyons's decisions. She enjoys beheading Raiders using the latest in archaic laser technology.

### DEFENDER MORRILL



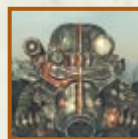
**Faction:** Brotherhood Outcast

**Location:** OA2: Bailey's Crossroads Metro (LAT 03/LONG -15)

» **Main Quests:** Aiding the Outcasts (OA)

An accomplished fighter who's seen more action in more conflicts than he can comfortably remember, Morrill is a loyal Defender in Protector McGraw's service. He is in charge of patrolling the D.C. Metro Ruins and clearing the almost constant stream of Super Mutants that seek to overrun the Outcasts' small base of operations. Recently, Super Mutant activity has increased to such an extent that he has transmitted an emergency radio broadcast seeking assistance.

### DEFENDER ROCOCO ROCKFOWL

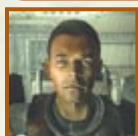


**Faction:** Brotherhood Outcast

**Location:** 8.04: Fort Independence (LAT -06/LONG -13)

Guarding the bridge from Fairfax Ruins is heavy-weapons specialist Rockfowl, who deals with regular Raider incursions in a rather laid-back but extremely competent manner. His father was a voracious reader and named him after reading the Encyclopedia Atomica (Volume VII Radiology-Saskatchewan).

### DEFENDER SIBLEY



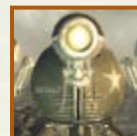
**Faction:** Brotherhood Outcast

**Location:** OA.U.2: Outcast Outpost (Entrance Elevator; LAT 03/LONG 16)

» **Main Quests:** Aiding the Outcasts (OA), Operation: Anchorage! (OA)

A rather morose and suspicious man, Sibley is concerned only with furthering Outcast technological findings. He seeks to share this wealth only with those in the service of the Brotherhood Outcasts. Sibley instantly views anyone entering the Outcasts' domain as a threat, and he doesn't trust McGraw's motives. He thinks the Protector is weak-willed and gives in too easily to those who might steal Outcast bounty.

### DEPUTY STEEL



**Faction:** Robot

**Location:** 8.03: Megaton (LAT -01/LONG -06)

This RobCo Industry's Mister Gutsy robot has been programmed to serve as an assistant to Sheriff Simms. Truth is, Simms is a fan of the Wild West (his dad used to read him stories when he was a kid). He took on the title of sheriff and named the robot his deputy mostly to live out his childhood fantasies.

### DEPUTY WELD



**Faction:** Robot

**Location:** 8.03: Megaton (LAT -01/LONG -06)

A RobCo Industries Protection robot that guards the entrance to Megaton, Weld talks like a 50s robot but probably has some cowboy lingo programmed into him. He stays at the front gate and offers any traveler some platitudes.

### DEREK PACION



**Faction:** Wastelander

**Location:** 6.02: Canterbury Commons (LAT 18/LONG 11)

» **Miscellaneous Quests:** The Superhuman Gambit

Derek is small for a 15-year-old and was raised in Canterbury Commons by Louis Pacion and Daisy Roe, a pair of Traders who met and settled down. But when they were killed in separate Raider attacks on their caravans (six years ago for Daisy and three years ago for Louis), Derek was left to his "Uncle Roe," the town keeper. Since then, Derek's been a quiet and morose child. He works around town as a general assistant, but he doesn't really say much unless it's necessary. He harbors a secret crush on Machete but doesn't have the courage to approach her. He devotes much of his free time to reading Hubris Comics.



## DESMOND THE GHOUL



**Faction:** Ghoul

**Location:** PL 6.28: Calvert Mansion (LAT 12/ LONG 12)

» **Main Quests:** The Local Flavor (PL), Hearing Voices (PL), Thought Control (PL), A Meeting of the Minds (PL)

Before the bombs dropped, Desmond was a player in international intelligence at the highest levels. Desmond's motives and obsessions have been scarcely affected by the apocalyptic devastation of the planet. Desmond and those he would consider his peers knew for some time that the Great War was inevitable. Desmond himself could have been directly involved in the actions leading up to the nuclear exchange.

Facing the nuclear holocaust, global leaders and members of the intelligence community made their personal bids for survival in the new world. F.E.V., cryogenic stasis, AI consciousness transfer, genetic cloning, even—in Desmond's case—controlled exposure to normally lethal doses of radiation were among the wildly risky and experimental techniques pursued in the name of survival in a world without modern infrastructure. Old rivalries and vendettas were not forgotten in the ashes of nuclear winter. Those who managed to survive quickly set about doing what the bombs had not—wiping out any remnants of the Old World that may be a threat to personal and political agendas. Now, even so long after they should all have died naturally, these scattered figures seek power and jealously guard their secrets. Desmond's mission has long since ceased to be political or ideological. He knew—as experience has proven tenfold—that as long as any of his colleagues lived, he would be hunted. His purpose is simple: kill or be killed.

## DIEGO



**Faction:** Wastelander

**Location:** 9.15: Rivet City (LAT 18/LONG -17)

» **Freeform Quests:** A Nice Day for a Right Wedding  
Diego, 18, is Father Clifford's assistant. He came to Rivet City a few years ago with his father but was abandoned. Father Clifford took Diego in, and the two have become like father and son. Diego assists Father Clifford with his church work and wants to be a priest when he gets older. He has strong feelings for Angela and spends much of his free time with her. However, he is also a devoted Catholic. Because she is only 16, he does everything he can to keep his feelings secret, although Angela sees right through him.

## DOC CHURCH



**Faction:** Wastelander

**Location:** 8.03: Megaton (LAT -01/LONG -06)

» **Miscellaneous Quests:** The Replicated Man

» **Freeform Quests:** Leo's Drug Habit

The town's overworked and underappreciated doctor, he can be cranky and bitter, but he's always professional. Before Doc came to the town a few years ago, Megaton was without a doctor for a very long time. Before he settled, Doc stayed alive by trading his services to Raiders and Slavers. Now 54, he refuses to talk about his youth.

## DOC HOFF



**Faction:** Merchant

**Location:** 0.00: The Capital Wasteland

» **Freeform Quests:** Merchant Empire

Hoff is a cynic who makes bleak comments about humanity's chances of survival. Meanwhile, he knows that no buyer will stop purchasing from him, because they either need the medicine or are addicted to the chemicals. He likes to think that, in his own way, he's helping to ease humanity's suffering in its dying years.

## DOCTOR ADRIENN ADAMI



**Faction:** U.S. Army

**Location:** OA.4: U.S. Army Field Headquarters (LAT 09/LONG 14)

An overworked and slightly agitated field doctor with several years of experience under her belt, Adami is busy administering Chems (usually Psycho) to wounded or mentally scarred soldiers at the U.S. Field Headquarters medical tent. Investigation into simulated Holotapes reveals discrepancies between her simulated and real-life persona, as her records implicate General Chase in a scandal of drugging soldiers with Chems researched at Chase's pharmaceutical company.

## DOCTOR BARROWS



**Faction:** Ghoul

**Location:** 17.07B: Museum of History: Underworld

» **Miscellaneous Quests:** The Replicated Man, Reilly's Rangers

Doctor Barrows runs Underworld's Chop Shop and has a pretty sick sense of humor. He hangs around the Chop Shop most of the time, often looking in on Reilly, the human female he's treating. At night, he leaves to eat dinner at Carol's Place for a few hours, and then returns to the clinic. He sleeps for a couple of hours on site. Doctor Barrows is also mayor of Underworld, although, because of the small nature of the town, his civic duties take a backseat.

## DOCTOR JULIUS BANFIELD



**Faction:** Wastelander

**Location:** 7.14: Tenpenny Tower (LAT -16/LONG -17)

» **Miscellaneous Quests:** The Replicated Man, Tenpenny Tower

Banfield spends most of his days in the Wellness Center, tending to any patients who may stop in. He takes a break at noon to eat lunch at the Cafe Beau Monde and sometimes pops into the Federalist Lounge for a drink. On Tuesdays and Thursdays, the good doctor is gone for long stretches at a time; that's when he goes upstairs to the penthouse suites to "examine" Susan Lancaster.

## DOCTOR LESKO



**Faction:** Wastelander

**Location:** 9.09: Grayditch (LAT 05/LONG -09)

» **Miscellaneous Quests:** Those!

» **Freeform Quests:** Nectar Collecting for Fun and Profit  
Lesko is a somewhat befuddled and misguided scientist whose experiments on ants have proven disastrous for Grayditch. Deep inside Marigold Metro Station, he carries out his research, completely oblivious to the destruction that his Fire Ants have caused. He has little patience for anything beyond his scientific acumen and dismisses his failures as only temporary obstacles on the road to success. While his motivation is to save the Wasteland, his methods are in fact destroying it.

## DOCTOR MADISON LI



**Faction:** Wastelander

**Location:** 9.15: Rivet City (LAT 18/LONG -17)

» **Main Quests:** Scientific Pursuits, The Waters of Life  
Doctor Madison Li, 48, was a young, idealistic scientist who fully bought into the notion of Project Purity. She worked tirelessly with your father, and hid her growing romantic feelings



while respecting his marriage to another scientist. When your mother was killed, Doctor Li was filled with remorse, but when the player's father decided to abandon Project Purity to keep his child safe, her sadness was replaced with a powerful sense of betrayal. Eighteen years later, she is older, wiser, and much more cynical.

### DOCTOR PRESTON



**Faction:** Wastelander

**Location:** 9.15: Rivet City  
(LAT 18/LONG -17)

» **Miscellaneous Quests:** The Replicated Man  
Preston, 50, is a kind old man who enjoys nothing more than tending to the sick and injured. He genuinely loves helping people and is well liked and respected among the citizens of Rivet City. On occasion, he has had to work closely with Janice Kaplinski, whom he considers to be his close friend. They have a father-daughter type of relationship. He tries to get her to lighten up and interact with people more.

### DOCTOR STANISLAUS BRAUN/BETTY



**Faction:** Vault Dweller

**Location:** 7.03: Smith Casey's Garage (LAT -22/LONG -08)

» **Miscellaneous Quests:** Tranquility Lane  
A preeminent scientist, Doctor Braun headed up many astonishing experiments in his long and varied career, but of most interest were his theories on advanced life preservation. It is said that the U.S. Army had contracted Braun to develop various methods of sustaining human life in case of an atomic war. When war did come, Braun escaped to the safety of Vault 112 and is there to this day, his wizened and wrinkled form given new (virtual) life as a pigtailed little scamp named Betty....

### DOCTOR ZIMMER



**Faction:** Wastelander

**Location:** 9.15: Rivet City  
(LAT 18/LONG -17)

» **Miscellaneous Quests:** The Replicated Man  
Zimmer, 58, is a very serious, very straightforward scientist who has traveled to Rivet City from the Commonwealth (Massachusetts) and is in town on business for "the Institute." Zimmer is looking for an escaped robot, an experiment that, in Zimmer's words, is "unstable, and a danger to himself and

others." He is, without exception, always in the company of his bodyguard, Armitage.

### DOGMEAT



**Faction:** Follower

**Location:** 6.03: Scrapyard  
(LAT 05/LONG 09)

» **Freeform Quests:** Man's Best Friend  
An affectionate and dextrous puppy, Dogmeat's skills as a four-legged scavenger and ferocious fighting companion were not lost on his first master, who was recently killed by Raiders in the vicinity of the Scrapyard. Dogmeat has tracked the Raiders down, loyal to the end.

### DOGMEAT'S PUPPY



**Faction:** Follower

**Location:** 8.01: Vault 101  
(LAT -04/LONG -04)

Appearing at the spot where Dogmeat last died, or at the place where you were born into the Capital Wasteland, Dogmeat's Puppy is a real chip off the old block; fiercely loyal, incredibly tough (even more than his dad), and available with the Puppies! Perk.

### DOMINIC D'ELLSADRO



**Faction:** Wastelander

**Location:** 6.02: Canterbury Commons (LAT 18/LONG 11)

» **Miscellaneous Quests:** The Superhuman Gambit  
Dominic was once the leader of a small squad of mercenaries, but after one too many near-death experiences, he retired with a small fortune of scavenged goods. He's been in Canterbury Commons for about 10 of his 40 years, and since arriving, his natural leadership has made him a very respected figure in the community. Roe handles the day-to-day negotiations and arrangements with the Traders who pass through and keeps the settlement functioning, while Dom handles any security or emergency concerns. Dom's companion, Machete, is treated like a cross between a daughter and a soldier. He is trying to teach her to act as security for the settlement.

### DONOVAN



**Faction:** Reilly's Rangers

**Location:** 18.06: Reilly's Rangers Compound

» **Miscellaneous Quests:** Reilly's Rangers  
» **Freeform Quests:** Donovan, Master Repairer  
Currently trapped with Brick and Butcher, Donovan is 27, and the team's technical specialist. He's an expert at hacking, repairs, and electronics. He is a smaller man, but his build is deceptive, and he can fight as well as the rest of the team.

### DRIFTER



**Faction:** Wastelander

**Location:** 1.08: Dickerson Tabernacle Chapel  
(LAT -19/LONG 19)

» **Freeform Quests:** High Plains Drifter  
The Drifter was cast out from the Treeminders long ago, and forced to eke out an existence hunting mutated wildlife and stealing from hapless Wastelanders. Due to the Yao Guai prowling the vicinity, the Drifter has wisely decided to snipe from the safety of a high spire, while he dimly remembers his time with Harold's friends.

### DUKE



**Faction:** Pitt Raider

**Location:** TP.3: Pitt Downtown (LAT 12/LONG 08)

A stuck-up Raider with delusions of grandeur, he's vying for Krenshaw's position and has the rifle prowess to back up some of his plans. He knows the history of the place and of Ashur, and he doesn't mind sharing it with you, telling you all about this motley crew.

### DUKOV



**Faction:** Wastelander

**Location:** 9.08: Dukov's Place (LAT 11/LONG -08)

» **Miscellaneous Quests:** You Gotta Shoot 'Em in the Head  
» **Freeform Quests:** Cherry's Freedom  
Dukov, 43, has a carefree attitude about life, and it defines what he does every day: party. His talk is laced with profanity, yet he somehow maintains his charm and is able to win people over. His booming laugh can distinguish him in a room full of people. All he's concerned with are his possessions, his "pad" as he calls it, and his ladies.

### DUNBAR (DECEASED)



**Faction:** Ghoul

**Location:** BS 3.02.2 Olney Underground



## » Main Quests: Shock Value (BS)

Dunbar was a perennial joker, and always chuckled about the problems these "smoothskins" were having coping with radioactive dust. He found it ironic that Ghouls, who have evolved to ignore the radiation blighting the landscape, are holed up in a building well away from the Wasteland. Dunbar soon came to realize he wanted more from life than to sit and pine quietly for Tulip, so he joined a group of Ghouls intent on establishing a settlement in a new and exciting locale. Perhaps too exciting—the place was infested with Deathclaws.

## DUSTY

**Faction:** Wastlander**Location:** 5.10: Big Town  
(LAT -04/LONG 03)

## » Miscellaneous Quests: Big Trouble in Big Town

Pappy has given Dusty the responsibility of guarding the only entrance into Big Town—the rope bridge at the settlement's north end. He isn't very eager and usually sits dozing on his chair, perhaps one of the reasons why the Super Mutants seem to just walk in, take their "food," and leave. Dusty is jittery and desperate, and lacks the know-how to properly prepare the town's defenses for another attack.

## ECLAIR

**Faction:** Merchant**Location:** 4.08: Little  
Lamplight (LAT -26/  
LONG 02)

## » Freeform Quests: Fungus Deal

Thirteen-year-old Eclair used to occasionally scavenge outside, but after getting shot in the foot, he was out of commission for a couple months. During that time, he managed the food, using the scraps of cookbooks he found while scavenging with passable results. He does an excellent job with the cave fungus that makes up most of their food. He occasionally tries to create more elaborate food from his cookbook scraps, often with disastrous results (hence his nickname).

## EDGAR WELLINGTON II

**Faction:** Wastlander**Location:** 7.14: Tenpenny  
Tower (LAT -16/LONG -17)

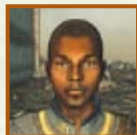
## » Miscellaneous Quests: Tenpenny Tower

## » Freeform Quests: Love Letter

Edgar Wellington spends most of his time in his suite with his wife, Millicent, who he

despises; but like her, he only leaves to eat a couple of times a day. He sleeps with her in their bed a few hours every night (and sneaks out to sleep with Susan Lancaster on Mondays).

## EDWIN BROTCH

**Faction:** Vault Dweller**Location:** 8.01: Vault 101  
(LAT -04/LONG -04)

## » Main Quests: Future Imperfect

## » Miscellaneous Quests: Trouble on the Homefront

Mister Broatch inherited the position of schoolteacher from his father and grandfather. Since the day the Vault 101 residents entered the vault, there has been a Broatch as a schoolteacher. Mr. Broatch is concerned about carrying on that tradition, but with no children of his own, he is beginning to worry that he will be the last in line.

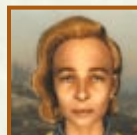
## ELDER OWYN LYONS

**Faction:** Brotherhood of  
Steel**Location:** 9.11: The Citadel  
(LAT 08/LONG -14)

## » Main Quests: Take It Back!, Death from Above (BS)

Lyons, 75, was already highly decorated when he set out from the order's West Coast headquarters, leading a party of soldiers on a mission to reestablish contact with the "Eastern Brotherhood." He discovered this abandoned Pentagon military complex. The presence of Super Mutants sent a chill up the collective spine of the Brotherhood; these weren't the children of the dreaded Master, nor were they the remnants of the band that fled east and were ultimately destroyed (or assimilated into the Brotherhood of Steel) in the Chicago area. No, this was a new breed of Super Mutant, one with a local origin. But where did they come from? What did they want? How were they reproducing? Elder Lyons was ordered to discover the source of this new Super Mutant infestation and wipe it from the face of the earth. Recent weeks have seen him galvanize his "Pride" to thwart the remnants of the Enclave forces, and to provide drinking water to all.

## ELLEN DELORIA

**Faction:** Vault Dweller**Location:** 8.01: Vault 101  
(LAT -04/LONG -04)

## » Main Quests: Escape!

## » Miscellaneous Quests: Trouble on the Homefront

A fading beauty, Ellen is drunk too often to pay any attention to what her son Butch is up to. She lives with him in one of the smallest family apartments. Perhaps she never had a husband, so nobody really knows who Butch's father is (it could have been anyone in the Vault).

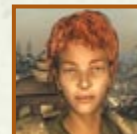
## ELLIOTT TERCORRIEN

**Faction:** U.S. Army**Location:** MZ1.03**Engineering Core:** Stasis  
Pod

## » Main Quests: Among the Stars (MZ), This Galaxy Ain't Big Enough... (MZ)

Dr. Tercorien was in the U.S. military, serving just prior to the war of 2077. He doesn't recall the exact events that led up to his abduction and has no memory of the time between then and now because he was kept in cryogenic stasis the entire time. Elliott is good with technology and medicine. He's not so good with people, or bravery, or sobriety. While he's capable of defending himself due to military training, he goes to great lengths to avoid getting in situations where defending himself might be necessary. Assuming you befriend him, he can use his medical skills to change the formula of Alien Biogel, making it into the much more potent Adapted Biogel. If he survives an expedition into the ship's Cryo Lab, he can also construct Cryo Grenades and Mines. After quest completion, Tercorien begins to stockpile weapons, giving them to you when you return and speak to him.

## EMALINE

**Faction:** Wastlander**Location:** Random

## » Miscellaneous Quests: Stealing Independence

A very close friend of Sydney's, Emaline is adept at heavy weapon combat, and extremely faithful to her girlfriend. If anyone (especially men) cross Sydney in any way, she tracks them down and evens the score.

## ERNEST "UNCLE" ROE

**Faction:** Wastlander**Location:** 6.02: Canterbury  
Commons (LAT 18/LONG 11)

## » Miscellaneous Quests: The Superhuman Gambit

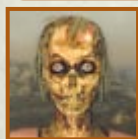
## » Freeform Quests: Merchant Empire

Ernest Roe is 39 and was raised on a trade caravan. By the time he was 12, he could turn 5 Caps into 50 with just a few clever trades. When he was 20, he set out to make his



mark, using his sizable investments to found the trading post of Canterbury Commons with his sister Daisy. Nowadays, the Commons have become a regular stop for caravans in the Capital Wasteland. "Uncle Roe" makes sure that everyone gets enough from the caravans to eat a good meal every night. He's lost his sister, but he cares for his nephew as well as he can. With a bit of luck and a whole lot of Caps, he hopes to eventually turn Canterbury Commons into a settlement to rival Rivet City.

### ETHYL

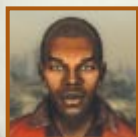


**Faction:** Ghoul

**Location:** 17.07B: Museum of History: Underworld

When he's not operating on Ghouls with a variety of odd ailments, Doctor Barrows is closely studying a small collection of patients who have succumbed to massive amount of radiation, turned feral, and become Glowing One subjects, such as Ethyl (whose picture was taken before she "turned"). Ethyl is housed in an inaccessible containment chamber adjacent to his Chop Shop surgery.

### EULOGY JONES

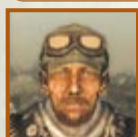


**Faction:** Slaver

**Location:** 2.08: Paradise Falls (LAT -09/LONG 16)

» **Miscellaneous Quests:** The Replicated Man  
 » **Freeform Quests:** Coveting Clover, The Kid-Kidnapper  
 Eulogy Jones is a unique 45-year-old individual. He dresses as smoothly as possible for a Wasteland Dweller and leads by persuasion and intelligence, getting others to do his dirty work. But the man is definitely dangerous; if you mess with his slaving operation, he'll be the first one to put a bullet in your brain. Eulogy got to where he is exactly as you'd expect: by being the craziest thug in a town full of crazy thugs. He'll tell you that he did it the old-fashioned way: hard work. In truth, he used his slaves as prostitutes, and consequently, Eulogy knew nearly every secret in the camp. Eventually, he killed the former leader and took over. Every plot against his life has failed, and every Slaver in the camp has learned to back off when Eulogy loses his temper. Eulogy rules by fear.

### EVAN KING



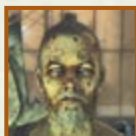
**Faction:** Wastelander

**Location:** 5.07: Arefu (LAT -11/LONG 06)

- » **Miscellaneous Quest:** Blood Ties
- » **Freeform Quest:** A Little Help from Arefu

Evan has lived on this island all of his 55 years. He's watched the settlement shrink from 30 people down to its current population of merely 5. He is still responsible for the small settlement and is very careful whenever a stranger enters his domain. He is quite experienced in combat, having repelled attacks by Raiders, Slavers, and various creatures. To maintain Arefu's security, he had the northern bridge span destroyed and feels safer having to monitor only the southern approach.

### EVERETT



**Faction:** Pitt Raider

**Location:** TP.B: The Mill (LAT 11/LONG 06)

- » **Main Quest:** Unsafe Working Conditions
- » **Freeform Quest:** Mill Worker

Sleazy and prone to bouts of psychotic behavior, Everett enjoys leading Pitt Slaves to their doom, running the Ingot-collection offices near the abandoned area between the Mill and the Steelyard. He's an equipment hoarder and collector, and he barter for any found Ingots.

### FANTASIA



**Faction:** Wastelander

**Location:** 9.08: Dukov's Place (LAT 11/LONG -08)

- » **Miscellaneous Quest:** You Gotta Shoot 'Em in the Head
- » **Freeform Quest:** Cherry's Freedom

Fantasia, 23, has a philosophy: she'd "rather be a whore than dead." She lives up to her end of the bargain with Dukov, who parties with her and Cherry constantly. Like Cherry, she's clad in undergarments and is here for protection, a few Caps, and a little Jet.

### FATHER CLIFFORD



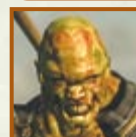
**Faction:** Wastelander

**Location:** 9.15: Rivet City (LAT 18/LONG -17)

- » **Freeform Quests:** A Nice Day for a Right Wedding, Church Donations, Suicide Watch

Father Clifford, 40, spends most of his days in the church, but leaves for a couple hours every day to walk around the carrier. He's a nice guy and likes just about everyone he meets. He is especially fond of telling the story of Saint Monica, who went on a journey to be with her son and saved his soul. He counsels Mister Lopez during his frequent visits to the church. He's mildly envious of Doctor Preston; it doesn't help that Doctor Preston never attends church.

### FAWKES



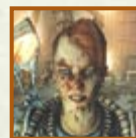
**Faction:** Follower

**Location:** 4.06: Vault 87 (LAT -28/LONG 06)

- » **Main Quests:** Finding the Garden of Eden, The American Dream

Residing as a prisoner in Vault 87, Fawkes is one of two "humanized" Super Mutants. When F.E.V. mutated him, a little more of his human side remained. His demeanor and attitude differ greatly from his fellow Super Mutants. His lack of bloodlust and nonaddled mind sets him apart from his brethren. Unfortunately for Fawkes, this has made him hated by the other Super Mutants. Not knowing what exactly to do with this "half breed," the others have relegated him to a tiny observation cell in the Vault 87 lab area. There he sits and ponders his fate, waiting for someone to come along and free him.

### FAYDRA

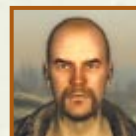


**Faction:** Pitt Raider

**Location:** TP.D: The Arena (LAT 11/LONG 05)

- » **Main Quest:** Unsafe Working Conditions (TP)
- Faydra guards the hole leading into the Arena. It takes someone of considerable combat potential to impress Faydra, because she's seen them all and has managed to scavenge a few mementos of past Arena victims' weaponry, which she keeps in a locker.

### FLAK



**Faction:** Wastelander

**Location:** 9.15: Rivet City (LAT 18/LONG -17)

- » **Miscellaneous Quest:** Strictly Business
- Flak, 50, is pretty gruff, but he's completely reformed from his early days of being a Slaver and is an upstanding citizen of Rivet City. He spends his days in the shop with Shrapnel, occasionally taking a break to drink down at the Muddy Rudder. Flak still has a bit of the tough guy in his speech, but he's not as aggressive as Shrapnel. He really tries to tone it down when he's at the shop. He's the target of Slavers in Miscellaneous Quest: Strictly Business.

### FLASH



**Faction:** Wastelander

**Location:** 5.10: Big Town (LAT -04/LONG 03)

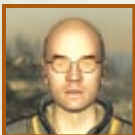


» **Miscellaneous Quest: Big Trouble in Big Town**

An individual professing to have the abilities and the derring-do to handle any situation but with only limited hands-on knowledge and skills to back this up, Flash is nevertheless a likeable guy. He is overconfident, prone to acts of thoughtless bravado, and enthusiastic about any forthcoming fracas.

**FLOWER, DAUGHTER OF DAVE****Faction: Wastelander****Location: 3.03: The Republic of Dave (LAT 19/LONG 27)**

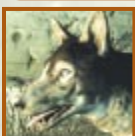
Flower is the youngest child in the Republic. Because of that, the other kids usually stick her with the worst chores, which she cheerfully carries out.

**FLOYD LEWIS (DECEASED)****Faction: Vault Dweller****Location: 8.01: Vault 101 (LAT -04/LONG -04)**» **Main Quest: Escape!**

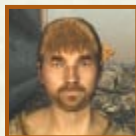
Floyd Lewis was a first-rate engineer, but a third-rate marksman. Sporting his trademark Reading Glasses and special jumpsuit, he was always kind to you when you were growing up. But he never saw those Radroaches coming.

**FORTY****Faction: Slaver****Location: 2.08: Paradise Falls (LAT -09/LONG 16)**» **Main Quest: Rescue from Paradise**

Eulogy's second in command earned his nickname from the fact that, throughout his life, he's killed 40 men. When you first meet this 55-year-old nasty piece of work, he warns you not to do anything stupid; he doesn't want to have to change his name...again (however, culling slaves is something Forty considers "sport" and doesn't count toward his total). Forty is loud, dirty, and vile.

**FOUR SCORE****Faction: Slave****Location: 3.10: Temple of the Union (LAT 13/LONG 15)**» **Miscellaneous Quest: Stealing Independence**

Four Score is Hannibal's faithful dog companion. The literal meaning is "80," but it is also found in the first line of Lincoln's Gettysburg Address.

**FRANK****Faction: Slave****Location: 2.08: Paradise Falls (LAT -09/LONG 16)**» **Freeform Quest: Freedom!**

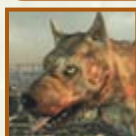
Captured a few months back during a raid just north of Megaton, Frank has yet to adjust to life as a servant and acts up constantly. He's been placed in charge of drinks at the bar, as bar patron Ymir doesn't take kindly to his drinks being spilled.

**FRED WILKS (DECEASED)****Faction: Wastelander****Location: 9.09: Grayditch (LAT 05/LONG -09)**» **Miscellaneous Quest: Those!**

Father to Bryan Wilks of Grayditch, he sadly perished at the hands of the Fire Ants that invaded his home. He was a provider and a protector for his family, and instilled a strong sense of purpose in his son.

**FREDDIE GOMEZ****Faction: Vault Dweller****Location: 8.01: Vault 101 (LAT -04/LONG -04)**» **Main Quest: Future Imperfect**» **Miscellaneous Quest: Trouble on the Homefront**

Freddy is an aspiring Tunnel Snake, and his associations with Butch and the Tunnel Snakes have caused his grades to drop and send Pepper into fits of worry. In truth, Freddie isn't a bad kid; he just enjoys the approval he gets from Butch and the others when he misbehaves. And, of course, there really aren't many other people to hang out with in the Vault.

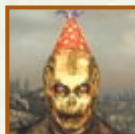
**FREKI****Faction: Ghoul****Location: PL 6.28: Calvert Mansion (LAT 12/LONG 12)**» **PL Main Quest: The Local Flavor**

One of Desmond the Ghoul's Dog guards, Freki (and Geri) are faithful companions,

and the only living entities the old Ghoul cares enough about. They've been with him for years and have battled with loyalty and obedience, traits Desmond demands.

**FRIDAY****Faction: Merchant****Location: TP.3: Pitt Downtown (LAT 12/LONG 08)**

A mild-mannered but ruthless businesswoman, she and TroubleMan handle a small repair shop in the Downtown area of The Pitt, selling a variety of equipment and mending broken weaponry. Business is slow, as Pitt Slaves are usually beaten rather than given Caps to spend.

**GALLO****Faction: Ghoul****Location: U.13: County Sewer Mainline**

Recently celebrating his birthday, Gallo invited his two favorite Gnomes, dressed them in party hats, and carved up a variety of Feral Ghoul outlets for the occasion. A mixture of solitude, escaping sewer gas, and Ghoul lifespan has made Gallo quite, quite mad.

**GARY (CLONE)****Faction: Vault Dweller****Location: 6.06: Vault 108 (LAT 18/LONG 06)**

Part of a grand cloning experiment that led to a horrific end for the instigators, 54 clones of "Gary" were created, but each began to exhibit psychotic tendencies to the scientists who created them. Eventually they rebelled and took over the Vault completely, and have evolved a complex and subtle series of ways to say "Gary" to convey their emotions. They are deranged and attack anyone that isn't Gary.

**GARY 23 (DECEASED)****Faction: Vault Dweller****Location: OA.U.2: Outcast Outpost (Entrance Elevator; LAT 03/LONG -16)**» **Main Quest: Aiding the Outcasts (OA)**

In charge of Vault 108's vacuum-cleaning maintenance program, Gary 23 (or "Gary" to his brothers) was recently kidnapped in a daring raid by Defender Morrill. He was



drugged and dragged back to the Bailey's Crossroads Outpost in the D.C. Metro Ruins. As Gary 23 utilized a Pip-Boy, Specialist Olin attempted to remove the device to gain access to a Simulation Pod inside the Outpost. The operation was deemed a complete failure.

### GARY STALEY



**Faction:** Wastelander

**Location:** 9.15: Rivet City (LAT 18/LONG -17)

The owner and proprietor of Gary's Galley, 50-year-old Gary considers himself a gourmet chef, but his restaurant serves little more than scavenged canned food and some fruits and vegetables (though occasionally he obtains some really high-quality produce from the Hydroponics Bay, which he sells at exorbitant prices). He loves his 16-year-old daughter, Angela, and she loves him, but he neglects her in favor of the restaurant.

### GARZA

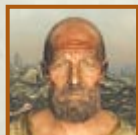


**Faction:** Wastelander

**Location:** 9.15: Rivet City (LAT 18/LONG -17)

» **Main Quest:** The Waters of Life  
Garza, 30, is something of a mystery. He's physically imposing and very reserved. He won't speak of his past and prefers not to speak at all. Garza spends half his day doing heavy lifting for the scientists in the lab and the other half on the flight deck working out. If he survives the escape from Project Purity, he joins up with the Brotherhood of Steel and becomes a significant ally.

### MISTER LOPEZ

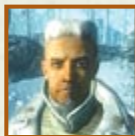


**Faction:** Wastelander

**Location:** 9.15: Rivet City (LAT 18/LONG -17)

» **Freeform Quest:** Suicide Watch  
Lopez is a quiet 65-year-old man who has lived in the common room for the past 10 years. His wife and child were killed by Raiders, and he came to Rivet City lonely and lost. He spends much of his time reading or praying in the church. He takes his meals in the common room and sleeps a lot out of sheer depression. Once a day he tries to climb to the observation deck and jump.

### GENERAL CONSTANTINE CHASE



**Faction:** U.S. Army

**Location:** OA A.4: U.S. Army Field Headquarters (LAT 09/LONG 14)

» **Main Quests:** Paving the Way (OA), Operation: Anchorage! (OA)  
A four-star general in charge of the military assault on Anchorage, Chase is gruff, determined, and a touch over the top with the politics of the day. He is constantly wary of "those Commie Bastards!" and is overtly paranoid that they are up to all sorts of nefarious activities. He is your gallant leader. Talking back to an officer of this rank isn't likely to be tolerated.

### GENERAL JINGWEI



**Faction:** Chinese Army

**Location:** OA.4: U.S. Army Field Headquarters (LAT 09/LONG 14)

» **Main Quest:** Operation: Anchorage! (OA)  
A cruel and effective taskmaster and a ruthlessly efficient tactician, General Jingwei leads the Communist forces in their sweep across Alaska, until stopped by U.S. forces near the city of Anchorage. Carrying a potent Shocksword, Jingwei is a formidable foe who is prone to bouts of savagery and who demands unquestioning loyalty from his soldiers. He is a real menace but always fights with a sense of honor, however twisted his reasoning becomes.

### GEORGE NEUSBAUM



**Faction:** Vault Dweller

**Location:** 7.03: Vault 112 (LAT -22/LONG -08)

» **Main Quest:** Tranquility Lane  
Married to Pat and the father of Timmy, George is becoming increasingly concerned that his kid isn't "tough" enough. If he can't survive a 10-year old female bully named Betty, what's Timmy going to be like in the real world? Perhaps the military can teach him a thing or two; it didn't do George any harm.

### GERI



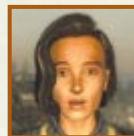
**Faction:** Ghoul

**Location:** PL 6.28: Calvert Mansion (LAT 12/LONG 12)

» **PL Main Quest:** The Local Flavor

One of Desmond the Ghoul's Dog guards, Geri was found lame and abused by his Raider masters. The situation was soon rectified after Desmond tracked the Raiders down, trussed them up, and fed them alive to Mole Rats. Geri has been with him for years and has battled (like Freki) with loyalty and obedience, traits Desmond demands.

### GLORIA MACK



**Faction:** Vault Dweller

**Location:** 8.01: Vault 101 (LAT -04/LONG -04)

» **Main Quest:** Escape!  
» **Miscellaneous Quest:** Trouble on the Homefront  
Gloria is Allen Mack's wife; Wally, Steve and Jimmy's mother; and Mary Kendall and Beatrice's sister. She is a stoic and sometimes calming influence on her family, and she readies herself for a possible security officer position should Vault 101 become compromised.

### GOALIE LEDOUX



**Faction:** Sudden Death Overtime Gang

**Location:** 8.10: Nuka-Cola Plant (LAT -01/LONG -19)

» **Freeform Quest:** Just for the Taste of It  
Ledoux is a member of the Sudden Death Overtime Gang, and obsessed with an ancient ice sport that Goalie Ledoux's ancestors played. Winger Mercier was sent to procure a secret formula for a new type of Nuka-Cola while Ledoux made contact with the buyer.

### GOB



**Faction:** Ghoul

**Location:** 8.03: Megaton (LAT -01/LONG -06)

» **Main Quest:** Following in His Footsteps  
» **Miscellaneous Quest:** The Power of the Atom  
Treated as a freakish, second-class citizen by many people in Megaton (particularly Colin Moriarty), Gob is skittish and nervous, always looking over his shoulder. He does his best to maintain a sense of humor and to be friendly with customers, but this is mostly out of his desire not to be beaten. Confessor Cromwell and Mother Maya treat Gob with respect and an air of reverence because of their spiritual beliefs.



## GODFREY

**Faction:** Robot**Location:** 7.14: Tenpenny Tower (LAT -16/LONG -17)

» Freeform Quest: House Decoration in My Tenpenny Suite

For those discerning types, choosing the right robotic butler is simply a matter of class. Enter Godfrey, the perfect mechanized butler, with many exciting features, such as water purification, follicle-shortening, and just the right type of mirth programming. To wit: "I was going to the clairvoyance meeting, but it was canceled due to unforeseen events." Your perfect plastic pal is fun to be with.

## GRANDMA AGNES TAYLOR (DECEASED)

**Faction:** Vault Dweller**Location:** 8.01: Vault 101 (LAT -04/LONG -04)

» Main Quest: Escape!

Agnes was once quite the explorer, working on clandestine infiltrations of nearby surface settlements at the behest of the Overseer. Recently though, she's been having trouble with her heart, a fact that worries her husband (Officer Taylor) greatly.

## GRANDMA SPARKLES

**Faction:** Merchant**Location:** 9.04: Wilhelm's Wharf (LAT 07/LONG -07)

» Miscellaneous Quest: Protecting the Water Way (BS)  
Sprightly for a 72-year-old, Grandma Sparkles refuses to leave the Wharf, despite the recent Super Mutant and Raider incursions. She's protected by her deft Hunting Rifle skill and her family, who are out searching for Mirelurk Meat. She's tasted all kinds of critters and swears that Mirelurk is the most delicious. You can trade with her, but her inventory isn't great. If you slay her, you can take the key to Grandma Sparkle's fridge, which contains a much larger selection of goods, including a load of Caps. Inside the shack, steal weapons from a gun cabinet, as well as outfits. There is a mattress here.

## GRETA

**Faction:** Ghoul**Location:** 17.07B: Museum of History: Underworld

» Freeform Quest: Hired Help

Greta and Carol have been together for a long time. In fact, it was Greta who convinced Carol to open Carol's Place. Carol takes care of the desk while Greta cooks and serves the food. Well, most humans wouldn't call it food, but Ghouls have superhuman intestinal fortitude.

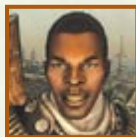
## GRIFFON

**Faction:** Ghoul**Location:** 17.07: Museum of History

» Miscellaneous Quest: The Amazing Aqua Cura! (BS)

Griffon is a huckster, a con-man, a snake oil salesman. His current scheme is purchasing Aqua Pura, and stashing the water to sell to humans the Brotherhood isn't giving it to (Raiders, Slavers, Outcasts, etc.). He then puts regular irradiated water in the Aqua Pura bottles, and sells it to Ghouls in Underworld as "Aqua Cura," claiming it reverses the Ghoul condition. He wears a wig he found in the Museum Authority stock room, and for a Ghoul, looks pretty healthy (just a coincidence, but helps make it seem like he's selling the real deal).

## GROUSE

**Faction:** Slaver**Location:** 2.08: Paradise Falls (LAT -09/LONG 16)

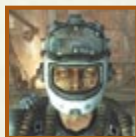
» Main Quest: Rescue from Paradise

» Miscellaneous Quests: The Replicated Man, Strictly Business

» Freeform Quest: Strictly Profitable

He has been with the Slavers since he was a teenager (he is now 30). His father was the former leader before Eulogy usurped him and rose to power, and Grouse has a legacy to live up to. He isn't fond of Eulogy, but he knows that if he moves against him, most of the Slavers would turn on him. He sits at the checkpoint entrance wearing a permanent scowl.

## GRUBER

**Faction:** Wildmen**Location:** TP.D: The Arena (LAT 11/LONG 05)

» Main Quest: Unsafe Working Conditions (TP)

A mysterious man in a motorcycle helmet, Gruber is consistently ranked as the number-one Arena fighter in the whole of The Pitt. A veteran of one-on-one combat, Gruber concentrates solely on furthering his career and meticulously cleaning his Infiltrator rifle.

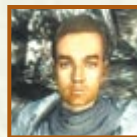
## GRUDD BEAR

**Faction:** Wildmen**Location:** TP.D: The Arena (LAT 11/LONG 05)

» Main Quest: Unsafe Working Conditions (TP)

Masters of "claw and paw" combat, John and Grudd Bear are man-mountains with a vicious winning streak in the Arena. Thanks to an addition to RadAway, they are almost impervious to the Arena's traps, and the siblings have developed an impressive plan of attack: one brother holds back, scorching the escaping foe with Flamer fire while the other rips the victim apart with a Deathclaw Gauntlet.

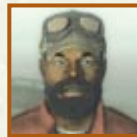
## GUNNERY SERGEANT BENJAMIN MONTGOMERY

**Faction:** U.S. Army**Location:** OA.1: Anchorage Cliffs (LAT 17/LONG 14)

» Main Quests: The Guns of Anchorage (OA), Paving the Way (OA), Operation: Anchorage! (OA)

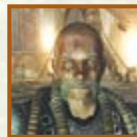
Sergeant Benjamin Montgomery has been a field soldier fighting on the Anchorage front line for several tours, and he is part of the backbone of General Chase's army. He is assigned as your active party member and soon becomes a confidante, fighting alongside you during many crucial stages in the liberation of Anchorage. Montgomery is an exceptionally adept soldier and is loyal and dexterous. He uses more informal nicknames only after becoming friendly.

## HALEY

**Faction:** Merchant**Location:** PL 2.11: Haley's Hardware (LAT 09/LONG 07)

This gruff local wasn't born with the "look" of the Swampfolk, but he's tolerated because he's been here as long as he can remember, which is since he woke up inside his hardware store with a terrible headache.

## HAMMER

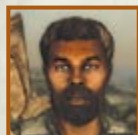
**Faction:** Pitt Raider**Location:** TP.B: The Mill (LAT 11/LONG 06)

This Pitt Raider's nickname stems from his impressive skill in the Arena with a blunt instrument. They still haven't managed to scrape the



bloodstains off the wall after that particularly gruesome display of close-quarter bludgeoning. It won Hammer his freedom, and he guards the gate to Uptown.

### HANNIBAL HAMLIN



**Faction:** Slave

**Location:** 3.10: Temple of the Union (LAT 13/LONG 15)

- » Miscellaneous Quest: Head of State
- » Freeform Quest: Lincoln's Profit Margins

Hamlin is a fanatical Abolitionist, stemming from his 23 years as a slave before he fled his captors. He has spent the last 6 of his 37 years doing everything in his power to help escaped slaves and fight the scourge of slavery. Three years ago, he found Lincoln's head and established the community of Temple of the Union. Each day, Hamlin delivers antislavery speeches to the people of Temple of the Union.

### HARDEN SIMMS

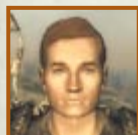


**Faction:** Wastelander

**Location:** 8.03: Megaton (LAT -01/LONG -06)

- » Miscellaneous Quest: The Power of the Atom
- Harden is Lucas Simms's 10-year-old son. His father has instructed him not to talk to strangers in Megaton, and he reluctantly obeys. He goes to sleep early and rises early, which gives him enough time to meet up with Maggie and play.

### HARKNESS



**Faction:** Wastelander

**Location:** 9.15: Rivet City (LAT 18/LONG -17)

- » Miscellaneous Quest: The Replicated Man
- Rivet City's hard-nosed security chief, 35-year-old Harkness is a good guy and a good friend, despite his demeanor. What he doesn't know is that he isn't even human; he's a sentient humanoid robot who escaped from his creators and had his mind wiped. Harkness is extremely fair-minded. He treats Hangar Deck citizens with the same regard as Upper Deck citizens. As a result, he is very well liked by the Hangar Deck residents.

### HAROLD



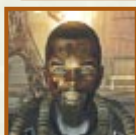
**Faction:** Treeminder

**Location:** 2.01: Oasis (LAT -03/LONG 28)

- » Miscellaneous Quest: Oasis
- » Freeform Quest: Excommunication

Harold is a spectacular mutation—he is a gnarled face growing in the Oasis Grove—and goes by many names: The Lord; Him; The One Who Grows, Gives, and Guides; and The Talking Tree. In addition, Harold has his own name for the growth that has been expanding out of him for years: Herbert. In turn, Herbert is also known by another name: Bob. Harold was once human and thinks he was exposed to F.E.V. during an exploration of a military base called Mariposa.

### HARRIS



**Faction:** Pitt Raider

**Location:** TP.3: Pitt Downtown (LAT 12/LONG 08)

Proprietor of the Vertigo Bar and Grill, Harris makes a healthy living bartering with the variety of lowlives inhabiting The Pitt and selling them Beer, more Beer, and sometimes Jet when he can get his hands on some. He's thinking of investing in more secure railings for his business.

### HENRY YOUNG



**Faction:** Wastelander

**Location:** 9.15: Rivet City (LAT 18/LONG -17)

Married to Christie the cleaner, Henry's job is a general handyman on Rivet City, and with such a vast vessel, he rarely has time to see his daughter C.J. He's also prone to moaning about the lack of people in his line of work, and is secretly fuming at how few residents seem to pull their weight.

### HERBERT "DARING" DASHWOOD



**Faction:** Wastelander

**Location:** 7.14: Tenpenny Tower (LAT -16/ LONG -17)

- » Miscellaneous Quests: The Replicated Man, Tenpenny Tower
  - » Freeform Quest: A Manhandled Manservant
- Herbert Dashwood (70) spent his younger days as a traveler and adventurer, and amassed a big enough fortune to buy his way into Tenpenny Tower for a comfortable retirement. But while he equals the other residents of Tenpenny Tower in wealth, Herbert Dashwood is friendly, down-to-earth, and possesses a self-ingratiating sense of humor. In other words, he's a normal guy—not a stuck-up pseudo-aristocrat like everyone else.

Dashwood is also a great resource; because he's traveled everywhere, he possesses a wealth of information about the Capital Wasteland. If asked, he'll gladly talk about the things he's done, places he's been, and creatures he's encountered. He occasionally sneaks into the rooms of other people as a way of keeping himself amused and keeping his adventuring skills honed in case he ever needs to come out of retirement. His exploits are often played on Galaxy News Radio. "The Adventures of Herbert 'Daring' Dashwood and his Ghoul Manservant Argyle" is a favorite program across the Capital Wasteland.

### HOLLY

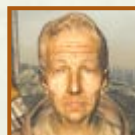


**Faction:** The Family

**Location:** 5.05: Meresti Trainyard (LAT -01/ LONG 07)

- » Miscellaneous Quest: Blood Ties
- At 26, Holly is the oldest female member of the group and was the first to join Vance when he decided to exile himself to Meresti. Over the years, she has grown fond of Vance, and they have enjoyed a healthy relationship. She is often found following Vance around wherever he goes, and they share the same bed. Since she is a veteran member of the Family, the rest of them accept her relationship with Vance and don't feel she is trying to get anything out of him or use him to get what she wants. She is strong-willed and intelligent, having been tutored by Vance over the years.

### HORACE PINKERTON



**Faction:** Wastelander

**Location:** 9.15: Rivet City (LAT 18/LONG -17)

- » Miscellaneous Quests: The Wasteland Survival Guide, The Replicated Man
- Pinkerton, 60, is a crotchety old man who helped turn Rivet City from an old aircraft carrier into a livable community. He's grown tired of people and spends the remainder of his days isolated in his Broken Bow workshop, which also serves as his quarters. Most of the residents would be surprised to find he is still on the ship, let alone living there. Belle Bonny knows he lives here. Doctor Li and Seagrave Holmes remember him from the early days but assume he left Rivet City decades ago.

### HOOVER



**Faction:** Enclave

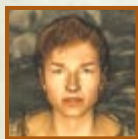
**Location:** BS15.02.3 Adams Air Force Base



## » Main Quest: Who Dares Wins (B5)

A Personal Automated Lackey to an engineer named Stiggs, Hoover has been known to shut down on occasion, but Stiggs has known Hoover since he purchased him from a wandering trader named Tinker Joe.

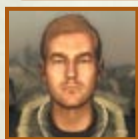
## IAN WEST

**Faction:** The Family**Location:** 5.05: Meresti Trainyard (LAT -01/LONG 07)

- » Miscellaneous Quest: Blood Ties
- » Freeform Quest: Special Delivery

After the Family came to Arefu and his parents were killed, 15-year-old Ian was taken in by their leader, Vance, who feels a sort of kinship with him. When he was younger, his sister, Lucy, was always there to talk about his feelings, but when Lucy took off for Megaton, Ian was left alone in Arefu as the only kid, sending him into a downward spiral of depression. Vance took Ian back to the Family's home, and Ian now ponders what his life has become and what he is to do next.

## INITIATE JENNINGS

**Faction:** Brotherhood of Steel**Location:** 10.01: Tenleytown/Friendship Station (Chevy Chase North)

- » Main Quest: Following in His Footsteps

Unfortunately, Paladin Vargas, whose job is to train initiates and steer them away from heavy fighting, has failed in this responsibility. His oversight has recently resulted in an attack on a ground of Brotherhood of Steel Initiates. Initiate Jennings bore the full brunt of a Super Mutant attack, and recently succumbed to the wounds.

## INITIATE PEK

**Faction:** Brotherhood of Steel**Location:** 19.03 Office Building

- » Freeform Quest: The Lost Initiate

Pek is young (16), gung-ho, and inexperienced. He's totally in love with Sarah Lyons (who finds him secretly amusing but is professionally annoyed with his behavior, and has requested that he patrol a different part of the Metro Area). Pek is always the one charging into danger first, celebrating victory prematurely, and possibly getting blown away by foes he never saw coming.

## INITIATE REDDIN

**Faction:** Brotherhood of Steel**Location:** 10.01: Tenleytown/Friendship Station (Chevy Chase North)

- » Main Quest: Following in His Footsteps

Initiate Reddin is an overly curious and excitable recruit on his first combat assignment. Vargas does what he can to restrain him and teach him the ways of the Brotherhood. Reddin was added to Sarah's unit against his advice (and probably hers), but although Vargas may act angry and annoyed at Reddin, it is entirely because he is trying to keep him alive.

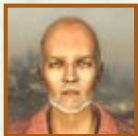
## IRVING CHENG

**Faction:** Wastelander**Location:** 7.14: Tenpenny Tower (LAT -16/LONG -17)

- » Miscellaneous Quest: Tenpenny Tower

A rich old man with a secret identity, he believes he is the direct descendant of Chairman Cheng, leader of the Peoples Republic of China before the bombs dropped. He insists on calling himself and everyone else "comrade." He is embarrassed by his real first name, Irving, because it doesn't reflect his imagined heritage.

## JACK SMITH

**Faction:** Wastelander**Location:** 8.07: Andale (LAT -05/LONG -17)

- » Freeform Quests: One Big Happy Family, Our Little Secret

House-proud and vehemently opposed to outside influences, the Smiths are a strange but reasonably friendly bunch. Jack seems to be Andale's patriarch, and he knows the best little town in America is here, where Linda bakes a delicious meat pie!

## JACKSON [THE PITT]

**Faction:** Pitt Raider**Location:** TP.3: Pitt Downtown (LAT 12/LONG 08)

Seedy even for a Pitt Raider, Jackson hangs around the toilets near the Vertigo Bar and Grill, looking for his next Jet fix. When he's not roaming the catwalks, he's ordering Midea around and is responsible for finding new victims to go on Steel Ingot scavenging missions.

## JACKSON [POINT LOOKOUT]

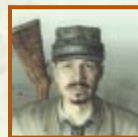
**Faction:** Tribal**Location:** PL 3.13: The Ark & Dove Cathedral (LAT 12/LONG 03)

- » Main Quest: Hearing Voices (PL)

Jackson wasn't born with "the look." While a young man, however, he discovered a strange device in the wreckage of a ship. While examining it, he inadvertently activated a long-dormant power source connected to a holographic head. Jackson, deeply superstitious, interpreted this event as the manifestation of a powerful spirit. Jackson would return here with increasing frequency to "commune" with the spirit. This disembodied head, in reality, is a sentient person. During Jackson's séance encounters, he would be given instructions.

Thanks to the efforts of followers who slowly began appearing in Jackson's presence, along with the piecemeal guidance he passes along from his "visions" of the brain, the tribe has set up a surprisingly effective hydroponics system to grow large quantities of Punga fruit. This harvest, thanks to Tobar's service as a trader, draws a steady trickle of fresh blood into the area, thanks in large part to the addictive properties of the plant. These entrepreneurs and addicts often wind up inducted as new tribe members.

## JACOB HUMBOLDT

**Faction:** Wastelander**Location:** PL 3.17: Coastal Grotto (LAT 16/LONG 03)

- » Miscellaneous Quest: Plik's Safari (PL)

Fascinated by the ancient history of the United States, Jacob is a keen collector of Confederate memorabilia, and is currently testing out his recent historically inaccurate shotgun before he goes Ghoul hunting in the swamps.

## JAIME PALABRAS

**Faction:** Ghoul**Location:** 7.11: Dunwich Building (LAT -26/LONG -18)

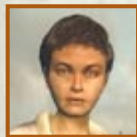
- » Miscellaneous Quest: The Dark Heart of Blackhall (PL)

Jaime was born in the mid-Wastelands to a Ranger. His father returned to camp from an expedition with a thick book, bound in odd black leather and stamped with strange glyphs. Convinced the book would fetch a high price, his father traveled to the Capital



Wastes to offer it to the Brotherhood of Steel Scribes. Despondent, Jaime's father vowed to return the book "to its source."

### JAMES HARGRAVE

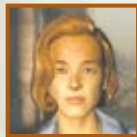


**Faction:** Wastelander  
**Location:** 9.15: Rivet City (LAT 18/LONG -17)

» **Freeform Quests:** Light-Fingers Hargrave, The Runaways

James Hargrave is one of Rivet City's few kids. He doesn't spend any more time in the cramped quarters than he has to and can usually be found in the company of his friend C.J. Young. The two of them like to play in the storage rooms or hang around on the flight deck. James is alternately sullen and wild. He will do just about anything on a dare. He is capable of holding a grudge for months. He is loyal to C.J. but picks on her mercilessly. The two don't have many other options for playmates, so C.J. tolerates the abuse. On the rare occasions when C.J. stands up for herself, James is devastated and will do anything to earn her forgiveness.

### JANET ROCKWELL

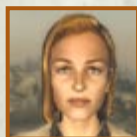


**Faction:** Vault Dweller  
**Location:** 7.03: Vault 112 (LAT -22/LONG -08)

» **Main Quest:** Tranquility Lane

Janet's days consist of baking cookies and a variety of pies, going to the salon, and a little light gardening, before she retires to the kitchen to pace with her Rolling Pin, thinking up ways to kill her neighbor Martha. That hussy is having an affair with her dear Roger; she's sure of it.

### JANICE KAPLINSKI

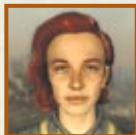


**Faction:** Wastelander  
**Location:** 9.15: Rivet City (LAT 18/LONG -17)

» **Main Quest:** The Waters of Life

The only thing 29-year-old Janice loves more than her hydroponic plants is Doctor Li. It's a case of classic hero worship. Janice is utterly loyal to her and completely believes in the projects they are working on. She is a very accomplished scientist but lacks that vital spark of genius and ambition that Dad and Doctor Li have, but she is their equal in technical knowledge. She is close friends with Doctor Preston, who treats her like the daughter he never had.

### JANICE WILKINS (DECEASED)



**Faction:** Vault Dweller  
**Location:** 8.01: Vault 101 (LAT -04/LONG -04)

» **Miscellaneous Quest:** Trouble on the Homefront

You remember Janice's wavy red hair from your youth. Daughter of Officer Wilkins, she was always a quiet little mite. After your escape from Vault 101, she's found dead upon your return.

### JENNY STAHL

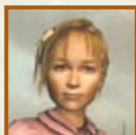


**Faction:** Wastelander  
**Location:** 8.03: Megaton (LAT -01/LONG -06)

» **Freeform Quest:** Leo's Drug Habit

Jenny, 24, is the balancing force between her polar-opposite brothers. She very much has eyes for Billy Creel and he for her, which is why Billy often comes to the restaurant to eat. Like her brothers, Jenny was born in Megaton in the days before the fence. She took over the restaurant with her brothers when her father died.

### JENNY WILSON



**Faction:** Wastelander  
**Location:** 8.07: Andale (LAT -05/LONG -17)

» **Freeform Quests:** One Big Happy Family, Our Little Secret

Jenny is Bill Wilson's daughter. Her parents are pleased that she and neighbor Junior Smith seem to get along so well!

### JERICO

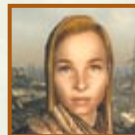


**Faction:** Follower  
**Location:** 8.03: Megaton (LAT -01/LONG -06)

» **Freeform Quest:** Time to Go, Jericho!

Jericho, 65, was once a Raider, and he lied, stole, and murdered with the best of them. But now he's an old man and, miraculously, is still alive. He was smart enough to settle down in Megaton and leave his old life behind him. He is reluctant to reveal his history for fear someone may try to get revenge. He hangs around Moriarty's, and rumors circulate that Jericho has done a few nasty jobs for the man.

### JESSICA, WIFE OF DAVE



**Faction:** Wastelander  
**Location:** 3.03: The Republic of Dave (LAT 19/LONG 27)

» **Freeform Quest:** Election Day

She is Dave's new, younger wife and lives in the Republic of Dave. Her husband is a survivalist and has made sure his wife and older children know how to fight. Jessica is 24 and has never left the Republic; she fences but is extremely naive, conceited, and catty, especially when dealing with the first wife, Rosie.

### JIGGS (DECEASED)



**Faction:** Raider  
**Location:** 17.10: Museum of Technology

» **Freeform Quest:** Jiggs' Loot

Two hackers were attempting to divide some loot spoils, and Jiggs never made it out of the museum alive, or survived long enough to solve a riddle Prime posed for him. Prime mentions in his notes that he's waiting for Jiggs at the Jury Street Metro Station [5.13]. Head there and check out the diner.

### JIM WILKINS (DECEASED)



**Faction:** Vault Dweller  
**Location:** 8.01: Vault 101 (LAT -04/LONG -04)

» **Miscellaneous Quest:** Trouble on the Homefront

You remember Jim from your days playing "Grogna the Barbarian" in the Vault cafeteria. Son of Officer Wilkins, he was always game for a laugh. After your escape from Vault 101, he's found dead upon your return.

### JIMSON



**Faction:** Tribal  
**Location:** PL 3.13: The Ark & Dove Cathedral (LAT 12/LONG 03)

» **Main Quests:** Walking with Spirits (PL), Hearing Voices (PL)

Deeply superstitious and the most senior member of the Tribals except for the leader Jackson (who you initially meet in the Sea Cave [U3.16]) he is responsible for spreading the message of communication to the followers not yet picking up on telepathic messages from the great leader.



## JOE PORTER

**Faction:** Wastelander**Location:** 6.02: Canterbury Commons (LAT 18/LONG 11)

» **Miscellaneous Quest:** The Superhuman Gambit  
 "Porter Joe" (the name he prefers to go by) is 28 and was a loader-for-hire at a caravan. However, when he first arrived at Canterbury Commons, the idea of having a permanent base of operations and a steady community was very appealing to him. He settled down here with his dog, Ol' Mule, about six years ago and has been working as an unloader, a basic cook, and a basic repairman since then. Since the death of his dog, he's been minding the town diner, the center of chatter in this settlement.

## JOHN

**Faction:** Wastelander**Location:** Random

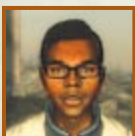
» **Mini-Encounter 0.20:** More Than Just Scrap  
 John was always an intelligent sort, although he never brought enough equipment with him to survive out in the Wasteland. Moira Brown told him as much. He was recently mauled to death by Vicious Dogs. A quick search of his body reveals a note about treasure buried somewhere near the Scrapyard.

## JOHN BEAR

**Faction:** Wildmen**Location:** TP.D: The Arena (LAT 11/LONG 05)

» **Miscellaneous Quest:** Unsafe Working Conditions (TP)  
 Masters of "claw and paw" combat, John and Grudd Bear are man-mountains with a vicious winning streak in the Arena. Thanks to an addition to RadAway, they are almost impervious to the Arena's traps, and the siblings have developed an impressive plan of attack: one brother holds back, scorching the escaping foe with Flamer fire while the other rips the victim apart with a Deathclaw Gauntlet.

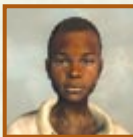
## JONAS PALMER

**Faction:** Vault Dweller**Location:** 8.01: Vault 101 (LAT -04/LONG -04)

» **Main Quests:** Growing Up Fast, Escape!

Wholesome, good-humored, and kind, Jonas has been your father's assistant for as long as you can remember, and you get on famously.

## JOSEPH

**Faction:** Wastelander**Location:** 4.08: Little Lamplight (LAT -26/LONG 02)

» **Main Quest:** Picking Up the Trail  
 » **Freeform Quest:** Lamplight's History  
 At 15, Joseph is the oldest resident of Little Lamplight. Perhaps as a result of his age (or the fact that he'll have to leave soon), he has taken it upon himself to hold classes to educate other Lamplighters, covering whatever he feels they need to know (or whatever they show interest in). When not occupied teaching, he spends his time working on his computer or reading old textbooks that were long ago scavenged from Vault 87.

## JOTUN

**Faction:** Slaver**Location:** 2.08: Paradise Falls (LAT -09/LONG 16)

Ymir and his son Jotun are Paradise Falls's pair of knuckleheads. Jotun has difficulty forming basic sentences, while his father is a jovial madman, armed with a horrific-looking Super Sledge, like his son's. Ymir isn't fond of Frank the bartender and makes this abundantly clear by bludgeoning Frank to death. He loves drinking, fighting, and drinking some more, rounding a day off with a spot of fighting.

## JUNDERS PLUNKETT

**Faction:** Raider**Location:** 16.03 Arlington House

Ever since those Regulators have been bothering his Raider brethren, Junders has sought solace surrounded by the ancient dead, cultivating a shrine to a mystical figure from ancient history named "Lincoln." Plunkett spends his time drinking wine, and polishing his spiked dusters.

## JUNIOR SMITH

**Faction:** Wastelander**Location:** 8.07: Andale (LAT -05/LONG -17)

» **Freeform Quests:** Our Little Secret, One Big Happy Family

Son of Jack and Linda Smith, he seems to get along well with his young neighbor, Jenny Wilson.

## JUSTIN

**Faction:** The Family**Location:** 5.05: Meresti Trainyard (LAT -01/LONG 07)

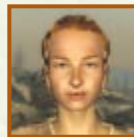
» **Miscellaneous Quest:** Blood Ties  
 Justin is 20 and has been with the Family since he was 14. He is a great admirer of Vance, who saved him from an Enclave patrol of the Wasteland. Justin is a firm believer in the vampire stories that Vance tells and preaches them to his fellow Family members. He is eager, headstrong, and very friendly to those he doesn't perceive as a threat. Justin feels a close affinity with Ian West, who was recently brought into the Family. The affinity almost borders on love, and he is often found sitting and speaking to the disillusioned Ian.

## KAI

**Faction:** Pitt Slave**Location:** TP.3: Pitt Downtown (LAT 12/LONG 08)

Slightly depressed (obviously she hasn't taken to heart Midea's philosophy books, partly due to her illiteracy), Kai doles out the Slop, a collection of partially digested and extremely disgusting meats and vittles from her table in the Market Square.

## KAREN SCHENZY

**Faction:** Wastelander**Location:** 5.07: Arefu (LAT -11/LONG 06)

» **Miscellaneous Quest:** Blood Ties  
 » **Freeform Quest:** A Little Help from Arefu  
 Karen is 23 and quite extroverted, but she is smart enough not to speak to just anyone. She doesn't know much about the current situation in Arefu and constantly finds herself at odds with Evan King. She likes to wander around outside her house, even at night, and does it almost defiantly to tick off the mayor. She doesn't believe that living in constant fear is the answer. However foolish this might be, you have to admire her guts.



### KARL



**Faction:** The Family  
**Location:** 5.05: Meresti Trainyard (LAT -01/LONG 07)

» **Miscellaneous Quest:** Blood Ties  
Karl is 37 and was married to a woman named Skyler. Both of them lived together in Meresti before she passed. They were once owners of a shop in Megaton, and Vance met them while gathering supplies. He had felt a strong kinship with them and invited them to join him. Karl is very gruff and has a short fuse; he prefers not to speak to people. He is always highly suspicious of people and prefers to think the worst of them. Karl is distinguished by his unusual haircut: long blond hair, which is not common for a man of his bulky stature.

### KEN EWERS



**Faction:** Wastelander  
**Location:** 5.07: Arefu (LAT -11/LONG 06)

» **Miscellaneous Quest:** Blood Ties  
» **Freeform Quest:** A Little Help from Arefu  
This 40-year-old man is a bag of nerves who is terrified of the current attacks that have been plaguing the settlement. He masks this by being incredibly short and gruff with strangers and will impart only the smallest tidbits of useless information to you. He is fiercely protective of his wife and will interpose himself if anyone even tries speaking with her. He is the picture of paranoia and can't fight worth a damn.

### KENNY



**Faction:** Swampfolk  
**Location:** PL 3.15: Herzog Mine (LAT 13/LONG 05)

» **PL Freeform Quest:** Latchkey Kenny  
Fleeing the other Swampfolk because he wasn't born with the right "look," Kenny (also known as "Latchkey Kenny") is a lonely child looking for a friend to play with. He's holed up in the old Herzog Mine. The kid is exceptional at rigging traps.

### KIDD



**Faction:** Ghoul  
**Location:** BS 3.02.2 Olney Underground

» **Main Quest:** Shock Value (BS)

Kidd is part of a group of likeminded Ghouls that decided to forge ahead into unexplored territories under the leadership of Sanders, and set up a new Ghoul Settlement to rival Underworld. Kidd and Wint are leaving this area at speed, as their camp has been compromised by Deathclaws they had tragically overlooked the whereabouts of.

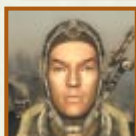
### KIMBA



**Faction:** Wastelander  
**Location:** 5.10: Big Town (LAT -04/LONG 03)

» **Miscellaneous Quest:** Big Trouble in Big Town  
Hoping against hope for some outside help, Kimba goes along with the rest of the inhabitants' wishes most of the time, even if they contradict her logical thoughts. Despite the terrible current situation, Kimba remains stable and soft-spoken, and she is always ready to pitch in, learn a new skill, and fight for her friends.

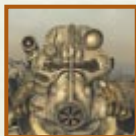
### KNIGHT ARTEMIS



**Faction:** Brotherhood of Steel  
**Location:** 9.11: The Citadel (LAT 08/LONG -14)

» **Main Quest:** Take It Back!  
One of Lyons's finest soldiers, Knight Artemis has repeatedly proven himself in the combat zone. He's currently resting up after a scouting mission in which he supported his Brothers over at Galaxy News Radio, sweeping the area for Super Mutants. It's a job he enjoys as much as mentoring the Initiates. He is a real backbone of the Brotherhood.

### KNIGHT CAPTAIN COLVIN

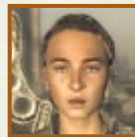


**Faction:** Brotherhood of Steel  
**Location:** 10.01: Tenleytown/Friendship Station (Chevy Chase North)

» **Main Quests:** Following in His Footsteps, Galaxy News Radio

A sniper in Lyon's Pride, Colvin is 40, friendly, and warm to everyone; he has priest-like tendencies. To him, combat is like worship, and he treats his rifle as a holy object and his targets as the unfortunate victims of his god's wrath. He says a prayer for the soul of each mutant he kills. He's extremely experienced, and completely unflappable: all according to god's will. He can be found guarding Galaxy News Radio from Super Mutants.

### KNIGHT CAPTAIN DURGA



**Faction:** Brotherhood of Steel  
**Location:** 9.11: The Citadel (LAT 08/LONG -14)

» **Freeform Quest:** No Free Lunch  
Knight Sergeant Durga is the Citadel's quartermaster, a position that she is not exactly pleased to occupy. She'd rather be out in the field using weapons, rather than in the base polishing and cataloging them.

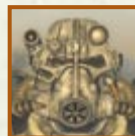
### KNIGHT CAPTAIN DUSK



**Faction:** Brotherhood of Steel  
**Location:** 9.11: The Citadel (LAT 08/LONG -14)

» **Main Quest:** Take It Back!  
» **Freeform Quest:** Gallows Humor  
Dusk is the Pride's sniper and is considered the best sharpshooter in all the Brotherhood. She spends most of her time up in the Inner Bailey practicing at the rifle range.

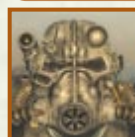
### KNIGHT CAPTAIN IRVING GALLOWES



**Faction:** Brotherhood of Steel  
**Location:** 9.11: The Citadel (LAT 08/LONG -14)

» **Main Quest:** Take It Back!  
» **Freeform Quest:** Gallows Humor  
Gallows is the Pride's scout and stealth expert. He's a quiet, kind of creepy man who isn't much liked by the Brotherhood members beyond the Pride. It's been said that if an enemy is in the field and sees Gallows, he's already dead. Gallows tends to disappear from time to time, which only adds to the mystery surrounding him. But it is well known among the other members of Lyons's Pride that Gallows is actually out hunting and killing Super Mutants. At least, they HOPE they're Super Mutants....

### KNIGHT DILLON



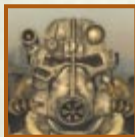
**Faction:** Brotherhood of Steel  
**Location:** 10.03: Galaxy News Radio

» **Main Quests:** Following in His Footsteps, Galaxy News Radio



Dillon is one of three Brotherhood Knights charged with defending the G.N.R. Radio Station interior. All Knights are employed in the service of Elder Lyons, who resides in the Citadel. Although they're haughty, they'll help you out of a fix and they hate the Super Mutants as much as you do.

## KNIGHT FINLEY



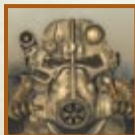
**Faction:** Brotherhood of Steel

**Location:** 10.03: Galaxy News Radio

» **Main Quests:** Following in His Footsteps, Galaxy News Radio

Finley is one of three Brotherhood Knights charged with defending the G.N.R. Radio Station interior. All Knights are employed in the service of Elder Lyons, who resides in the Citadel. Although they're haughty, they'll help you out of a fix and they hate the Super Mutants as much as you do.

## KNIGHT SERGEANT WILKS



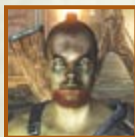
**Faction:** Brotherhood of Steel

**Location:** 10.03: Galaxy News Radio

» **Main Quests:** Following in His Footsteps, Galaxy News Radio

Wilks is one of three Brotherhood Knights charged with defending the G.N.R. Radio Station interior. All Knights are employed in the service of Elder Lyons, who resides in the Citadel. Although they're haughty, they'll help you out of a fix and they hate the Super Mutants as much as you do.

## KRENSHAW



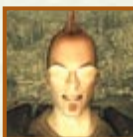
**Faction:** Pitt Raider

**Location:** P.5: Pitt Uptown (LAT 13/LONG 04)

» **Main Quests:** Unsafe Working Conditions (TP), Free Labor (TP)

Krenshaw is Ashur's right-hand man and is in charge of maintaining the peace, or as close to a violent suppression of Pitt Slaves and Troggs as he can manage without culling too many of the worker population. He also maintains the floodlight generators in Uptown; plunging this area into darkness would spell doom, as the Troggs would overrun Haven.

## LAG-BOLT



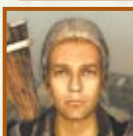
**Faction:** Raider

**Location:** BS14.08: La Maison Beauregard Lobby

» **Freeform Quest:** The Sorrowful Suitor

Driven crazy by a lost love (although it could be the water impurities), Lag-Bolt is a part-time swindler and full-time thief. There's no reasoning with this madman.

## LAZLO RADFORD



**Faction:** Wastelander

**Location:** Random

» **Mini-Encounter 0.15:** Rifle Man

A friend of Sam Warrick's, Lazlo is roaming the Wasteland in search of more copies of his favorite comic, Grogna the Barbarian. He's recently stolen a Railway Rifle and is having immense fun disconnecting Ghoul heads from their spines. He's a madman, who fights first, fights again, and then thinks for a bit afterward.

## LEAF MOTHER LAUREL



**Faction:** Treeminder

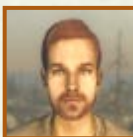
**Location:** 2.01: Oasis (LAT -03/LONG 28)

» **Miscellaneous Quest:** Oasis

» **Freeform Quest:** Excommunication

The wife of Tree Father Birch and fellow leader of the people of Oasis, Leaf Mother Laurel spends much of her day wandering around Oasis, tending the plants and flowers, and speaking with the people of the village with her daughter Sapling Yew usually at her side or playing nearby. She believes it is her responsibility to tend to the spiritual and mental well-being of her fellow villagers.

## LEO STAHL



**Faction:** Wastelander

**Location:** 8.03: Megaton (LAT -01/LONG -06)

» **Freeform Quest:** Leo's Drug Habit

Leo, 25, is the more outspoken of the two Stahl brothers. He's the "people person" of the restaurant and loves to talk to the customers. He spent some time on the caravan lines in his teens and has traveled to a few places around the Wasteland. It was during this time that he picked up his addiction to Jet, although he has managed to conceal his addiction from

everyone in town, including his own brother and sister.

## LEROY WALKER



**Faction:** Slaver

**Location:** 17.01: Lincoln Memorial Maintenance Room (Lincoln Memorial)

» **Miscellaneous Quest:** Head of State

» **Freeform Quest:** Lincoln's Profit Margins

Leroy is a strident believer that "might makes right." Weaklings deserve what they get in life and should serve at the whim of the more powerful. He is a rarity among Slavers. He's not in it for the money; he genuinely believes that this is the natural law of the universe. Leroy is the Slaver in charge of handling runaways. Currently there is no bigger issue for him than the Temple of the Union. In his eyes, if they succeed in making the Lincoln Memorial into a shrine for Abolitionists and runaway slaves, Paradise Falls and the Slavers will be severely hurt.

## LIBERTY PRIME



**Faction:** Brotherhood of Steel

**Location:** 9.11: The Citadel (LAT 08/LONG -14)

» **Main Quests:** The American Dream, Take It Back!, Death from Above (BS)

» **Freeform Quest:** Getting Ready for Prime Time (BS)

Liberty Prime is a formidable but currently offline combat robot that is being tinkered with in the laboratory. Its original intent was to liberate Anchorage, Alaska, from the Red Chinese back in 2072. A mixture of patriotic propaganda messages and incredible firepower ensured victory! But can the robot be fixed in time to help the Brotherhood?

## LIEUTENANT THOMAS MORGAN



**Faction:** U.S. Army

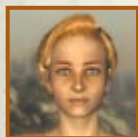
**Location:** OA.4: U.S. Army Field Headquarters (LAT 09/LONG 14)

» **Main Quests:** Paving the Way (OA), Operation: Anchorage! (OA)

Lieutenant Morgan is a young officer inside the command tent of U.S. Field Headquarters on the outskirts of the main battlefield. He is witty, sometimes needling, but always professional, and he assists you with knowledge on current objectives and obstacles you may encounter. Offering hints at the best types of weaponry and Strike Teams to pick for particular missions, Morgan is a valuable asset and a keen soldier.



### LINDA SMITH

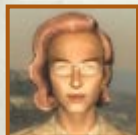


**Faction:** Wastlander  
**Location:** 8.07: Andale  
(LAT -05/LONG -17)

» Freeform Quests: One Big Happy Family, Our Little Secret

House-proud and vehemently opposed to outside influences, the Smiths are a strange but reasonably friendly bunch. Jack seems to be Andale's patriarch, and he knows the best little town in America is here, where Linda bakes a delicious meat pie!

### LITTLEHORN SECRETARY



**Faction:** Littlehorn and Associates  
**Location:** 6.03: Scrapyard  
(LAT 05/LONG 09)

» Freeform Quest: Getting an Earful

Furiously typing and thankful to have gainful employment with Littlehorn and Associates, the four secretaries spend their time creating and filing records of all associates' activities across the East Coast. As life is cheap, hard work is expected, not rewarded.

### LONE WANDERER

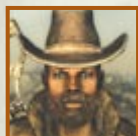


**Faction:** n/a  
**Location:** n/a

» All Quests

Born to mother (Catherine) and father (James) inside the Jefferson Memorial, and moved to Vault 101 shortly afterward with the help of acting nurse Madison Li, this mysterious roamer has been spotted at numerous locations throughout the Capital Wasteland, and as far away as Point Lookout. Great tales of the Wanderer's combat prowess, interesting methods of problem-solving, and great cunning in the purchase of strategy guides to help navigate this great wilderness have been whispered both far and wide. The Wanderer's exploits can be heard by tuning in to Galaxy News Radio.

### LUCAS SIMMS

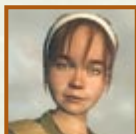


**Faction:** Regulator  
**Location:** 8.03: Megaton  
(LAT -01/LONG -06)

» Miscellaneous Quest: The Power of the Atom

He grew up in Megaton and understands better than anyone what it takes to survive and thrive in the Wasteland. Big and imposing yet warm and friendly, Lucas won his position by a unanimous vote of the people of Megaton (most of whom genuinely love the guy). He serves as mayor, sheriff, judge, and just about any other position that's needed. It's also no secret around Megaton that Lucas Simms is fulfilling some weird childhood cowboy fantasy. He named his son Harden after the Old West outlaw John Wesley Harden. Simms is also a member of a secret society known only as "the Regulators."

### LUCIA "LUCY"



**Faction:** Wastlander  
**Location:** 4.08: Little Lamplight  
(LAT -26/LONG 02)

» Miscellaneous Quest: The Replicated Man  
» Freeform Quest: Fungus Deal

Lucy was born in Little Lamplight 11 years ago and grew up learning practical medicine from Red, who she considered an older sister. By the time she was 7, she was the preeminent medical authority in Lamplight, and her medical treatment saved Mayor MacCready's life when he was injured in a cave-in. Since then, she's cared a little more about him than the others, and she thinks of Lamplight as "their family." Since MacCready took control, she's been his constant companion, occasionally tempering his instincts with a measure of caution.

### LUCKY HARITH



**Faction:** Merchant  
**Location:** 0.00: The Capital Wasteland

» Freeform Quest: Merchant Empire

Boisterous and friendly, Harith has a toy collection that consists of a wide assortment of weapons. Despite the destructive potential of his gear, he sees his sales as a way to ensure peace in the world by making sure everyone is equally armed.

### LUCY WEST



**Faction:** Wastlander  
**Location:** 8.03: Megaton  
(LAT -01/LONG -06)

» Miscellaneous Quest: Blood Ties  
» Freeform Quest: Special Delivery

Lucy, 25, struck out on her own and headed for the "big city," leaving the small settlement of Arefu and finding her way to Megaton, where she currently resides. Even though Lucy

is far from home, she misses her folks and her younger brother, Ian West. She frequently communicates with them via letters she sends there, but as of late, they haven't replied, and she fears that either they are in trouble, or the letters simply aren't getting through.

### LUG-NUT



**Faction:** Raider  
**Location:** U16.A: Marigold Station

» Freeform Quest: Grady's Package

Still recovering from a recent tussle with Ronald Laren, Lug-Nut is troubled by bouts of depression and mania. This might be due to his Chem habit. He's recently had two pairs of Nightwear made by a seamstress to rival Lady Frumperton, sending one to his brother Lag-Bolt. He's hidden one pair of Nightwear in the old caretaker's locker; Grady won't be needing it any more.

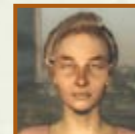
### LULU



**Faction:** Pitt Raider  
**Location:** P.5: Pitt Uptown  
(LAT 13/LONG 04)

There are various categories of "insane," and Lulu's mechanism has definitely gone, but she's still functional with a rifle and loyal to the Pitt Raider cause. Excitable, she treats you as a pet, even giving you food if you play along with her addled mind.

### LYDIA MONTENEGRO



**Faction:** Merchant  
**Location:** 7.14: Tenpenny Tower  
(LAT -16/ LONG -17)

» Miscellaneous Quest: Tenpenny Tower  
» Freeform Quests: Finders Keepers, House Decoration in My Tenpenny Suite

Lydia runs the Boutique le Chic, which serves as the general store. Talk to her, and you'd think she's running a high-end shop and not peddling salvage to Wasteland dwellers, such is the elitist illusion she lives under. Lydia spends her days in the shop, then relaxes at the Federalist Lounge with her friend Michael Hawthorne.

### M.A.R.GO.T.

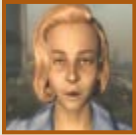


**Faction:** Robot  
**Location:** BS U15.02.1:  
Presidential Sub Level



## » Main Quest: Who Dares Wins (BS)

An automated defense system is headed by a Pre-VAX technology computer system named M.A.R.Go.T. (Metro Authority Rapid Governmental Transit System). She controls the trains, robots, and other maintenance personnel.

**MABEL HENDERSON****Faction:** Vault Dweller**Location:** 7.03: Vault 112 (LAT -22/LONG -08)

## » Main Quest: Tranquility Lane

Winner of the "Tranquility Lane Finest Meat Pie" award three years running, Mabel is suitably proud of her (delicious) accomplishment, and her hobby allows her to listen in and chat with all manner of friends and neighbors. No secret is safe with her around!

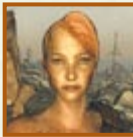
**MACHETE****Faction:** Wastelander**Location:** 6.02: Canterbury Commons (LAT 18/LONG 11)

## » Miscellaneous Quest: The Superhuman Gambit

One of the fiercest defenders Little Lamplight has ever seen, 19-year-old "Machete" earned her nickname at the age of 7, when she killed a Mole Rat in the caves armed only with a knife the size of her arm. Since then, she has been a bona fide celebrity. When she turned 16, she got disoriented in a dust storm and got lost, eventually arriving at Canterbury Commons instead of Big Town. To this day, she refuses to admit that she went to the wrong place. Dominic in particular saw her potential to provide security for the future of the camp, and after a year of his guidance, she's earned a fair amount of respect from the locals.

**MAD JOHNNY WES****Faction:** Wastelander**Location:** 20.01: Hubris Comics Publishing

Johnny Wes was hemmed in by a Super Mutant camp, and almost savaged to death by a relentless Ghoul onslaught. His mind snapped, reverting to its most basic instinct. He's holed up in the most defensible location of Hubris Comics (a foreman's office he's dubbed "the Alamo"), and rigged the entire building with traps. They'll never take him alive. Never!

**MADAME****Faction:** Raider**Location:** 7.04: Evergreen Mills (LAT -18/LONG -07)

Madame runs the brothel inside the Evergreen Mills Bazaar, offering her girls' services in exchange for Caps or Chems. She doesn't need ammunition because her friend Smiling Jack provides offensive help if a customer gets too rowdy. Madame is particularly proud of her interior decorating skills.

**MAGGIE****Faction:** Wastelander**Location:** 8.03: Megaton (LAT -01/LONG -06)

Billy Creel took in Maggie at the age of 3 (she is now 12) and brought her to Megaton. Maggie remembers nothing of her life before Megaton. A Megaton resident caught a bullet in a Raider attack and Billy was given the man's house. He's been in Megaton ever since, raising Maggie as well as you can expect from a carefree Wasteland adventurer, even telling her the combination to his lost safe. Of course, there are a few around town who say that Billy was the one behind that bullet that bought him his place in Megaton....

**MANNY KOCH (DECEASED)****Faction:** Wastelander**Location:** 8.A: Jury Street Tunnels (Blocked: LAT -13/LONG -04)

## » Mini-Encounter 0.01: Searching for Cheryl

Leader of the Canterbury Commons search party that attempted to locate the whereabouts of a good friend named "Cheryl," Manny Koch is the only visible remains of the group; the rest are either buried or chopped into manageable pieces and stored on gore bags. Manny is dead when you approach him. After inspecting the body, prepare for a Behemoth!

**MANYA****Faction:** Wastelander**Location:** 8.03: Megaton (LAT -01/LONG -06)

## » Miscellaneous Quest: The Replicated Man

Manya, 64, is a sweet old lady. She and Nathan used to run a caravan line together and have managed to save enough Caps and

supplies to live out their retirement in Megaton. Manya's sweet exterior doesn't reveal that she's witnessed every misery that the Wasteland has to offer. She is extremely wise and knowledgeable—two traits that allow her to continue to thrive and live in Megaton.

**MARCELLA****Faction:** Wastelander**Location:** PL 4.19: Disaster Relief Outpost (LAT 03/LONG 10)

» Miscellaneous Quest: The Dark Heart of Blackhall (PL) Marcella is a nomadic missionary, spreading the word of her own faith. She's come to Point Lookout from a place called "The Commonwealth" aboard Tobar's ferry. Taking the Tribal Cultists and local inbreds for lost causes, she ministers to those she can. She was immediately suspicious of Obadiah upon meeting him and has made a mission of investigating Blackhall's connection to the heathen creed of the Swampfolk.

**MARCO****Faction:** Pitt Slave**Location:** TP.B: The Mill (LAT 11/LONG 06)

## » Main Quest: Unsafe Working Conditions (TP)

Nervous and slightly scatterbrained, Marco runs the equipment in the Rotary Press Control Room, which is constantly seizing up and breaking down. He's part of the uprising, knows Midea well, and keeps a repurposed Steel Saw for those who wish to challenge authority.

**MARGARET****Faction:** Wastelander**Location:** 10.03: Galaxy News Radio

This old engineer works with Three Dog to keep Galaxy News Radio on the air. Should anything unfortunate happen to Three Dog, Margaret takes to the airwaves, doing the best she can considering her lack of enthusiasm and general crankiness.

**MARGARET PRIMROSE****Faction:** Wastelander**Location:** 7.14: Tenpenny Tower (LAT -16/LONG -17)

» Miscellaneous Quest: Tenpenny Tower



Margaret owns and operates the Cafe Beau Monde. Because the cafe only serves the residents of Tenpenny Tower, her clientele is limited, allowing Margaret to prepare and serve all the meals. The restaurant is open from 6:00 AM to 9:00 PM, and Margaret is the service provider the entire time. When the restaurant closes, she generally spends her time in her room.

### MARGUERITE



**Faction:** Swampfolk  
**Location:** PL 2.09:  
**Marguerite's Shack**  
(LAT 08/LONG 04)

» **Miscellaneous Quest:** A Spoonful of Whiskey (PL)  
A tough lady (aside from the fake illness she pretends to have), Marguerite may not share the looks of the locals, but she isn't troubled by them because she's been a Point Lookout resident since birth.

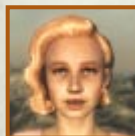
### MARIE



**Faction:** Pitt Raider  
**Location:** TP.G: Haven  
(Interior; LAT 17/LONG 03)

» **Main Quest:** Free Labor (TP)  
» **Freeform Quest:** Toys for Tots (TP)  
Cute, innocent, and unusually quiet, Marie is less than a year old and in perfect health. The offspring of Ashur and Sandra, her conception occurred after Sandra set up her laboratory in a wing of Ashur's palace. As two of the most educated people in The Pitt, they spent long hours together. Over time, they have come to honestly care for each other, and the safe birth of their child is considered nothing short of a miracle—one they intend to use for the benefit of their city.

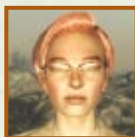
### MARTHA SIMPSON



**Faction:** Vault Dweller  
**Location:** 7.03: Vault 112  
(LAT -22/LONG -08)

» **Main Quest:** Tranquility Lane  
She swears, if looks could kill, Janet Rockwell would have put her in hospital by now. Thankfully, Janet's husband is always there to smooth everything over, but Martha is worried about her friend Janet. Perhaps she should speak to Mabel Henderson about it.

### MARTHA WILSON



**Faction:** Wastelander  
**Location:** 8.07: Andale  
(LAT -05/LONG -17)

» **Freeform Quests:** One Big Happy Family, Our Little Secret  
Martha is the unusually quiet wife of the slightly domineering Bill Wilson, and part of the inhabitants of the "perfect" settlement of Andale. She doesn't speak at all, and is slightly incredulous if asked her opinion on matters, when it's quite obvious Bill will be doing the answering for her.

### MARY, DAUGHTER OF DAVE



**Faction:** Wastelander  
**Location:** 3.03: The Republic of Dave (LAT 19/LONG 27)

» **Freeform Quest:** Election Day  
Mary is 12 years old and Rosie's daughter. She's bright and curious, but Dave will probably soon cure her of that.

### MARY HOLDEN



**Faction:** Vault Dweller  
**Location:** 8.01: Vault 101  
(LAT -04/LONG -04)

» **Main Quest:** Escape!  
During the confusion of your extrication from Vault 101, Mary and Tom Holden attempt to flee the violent security officers O'Brian and Richards, and are usually gunned or beaten down in cold blood unless you step in to save them.

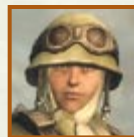
### MATILDA WEST (DECEASED)



**Faction:** Wastelander  
**Location:** 5.07: Arefu  
(LAT -11/LONG 06)

» **Miscellaneous Quest:** Blood Ties  
On closer inspection, it seems Matilda West has been slain using the same odd techniques as the those employed on her husband. The Wests were settlers in Arefu for over 10 years, and no one in the settlement appears to hold a grudge against them. Indeed, Matilda was responsible for clearing out the village out-house, a task now sadly fallen to Ken Ewers.

### MAYOR ROBERT JOSEPH MACCREADY



**Faction:** Wastelander  
**Location:** 4.08: Little Lamplight (LAT -26/LONG 02)

» **Main Quests:** Picking up the Trail, Rescue from Paradise  
» **Freeform Quests:** Fungus Deal, The Life of Bryan  
He has served as the mayor of Little Lamplight for two years (since he was 10), when he was chosen by the other residents due to his smarts, toughness, and the fact that he doesn't take guff from anyone. He has no fear of adults and is a perfect representative. He is belligerent, small (even for his age), very distrustful of adults, and willing to blow someone's head off to defend his young charges, but MacCready is also very loyal to those he considers friends.

### MEAT



**Faction:** Ghoul  
**Location:** 17.07B: Museum of History: Underworld

When he's not operating on Ghouls with a variety of odd ailments, Doctor Barrows spends his time learning the exact medical reasoning for Feral Ghouls "turning" into Glowing Ones. For this, ex-patients who succumbed to massive amounts of radiation are placed inside an inaccessible containment chamber adjacent to Barrows's Chop Shop surgery. "Meat" (shown here prior to transformation) is one of these subjects.

### MEI WONG



**Faction:** Slave  
**Location:** 9.15: Rivet City  
(LAT 18/LONG -17)

» **Freeform Quest:** Slave Hunt  
Quiet and guarded, 30-year-old Mei doesn't like to talk. Mei was a slave owned by Allistair Tenpenny, but she recently escaped and is in hiding out here. Harkness knows her story and has promised her she's safe while she's in town. She's a good source of information about Slavers and was once held at Paradise Falls. Mei Wong suspects that Sister is a Slave but can't prove it. She is terrified of him. Fortunately for her, he does not recognize her at all.



**MEL**

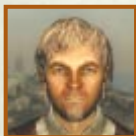
**Faction:** Wastelander  
**Location:** Random

» **Mini-Encounter 0.18: Locked and Unloaded**  
Recently forced out of his Mercenary settlement, Mel is a nervous and ineffectual highwayman, waving an unloaded weapon at you should your paths ever cross. He is of no threat, except to himself.

**MEX**

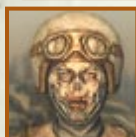
**Faction:** Pitt Raider  
**Location:** P.2: Pitt Bridge  
(LAT 09/LONG 14)

» **Main Quest: Into the Pitt (TP)**  
Cruel and despicable, even for a Pitt Raider, Mex has been removed from general guard duties by Ashur and sent to guard the gates to Pitt Downtown after bouts of Pitt Slave punishment that left many with horrific injuries. Adept with a rifle, Mex is content with tagging escapees, laying down a variety of mines, and watching his prey explode in a variety of impressive arterial spray patterns.

**MICHAEL HAWTHORNE**

**Faction:** Wastelander  
**Location:** 7.14: Tenpenny Tower (LAT -16/LONG -17)

» **Miscellaneous Quest: Tenpenny Tower**  
Hawthorne has dedicated his life (and life savings) to the pursuit of giddy drunkenness, staggering drunkenness, and finally, paralytic stupor. He spends the majority of every day drinking in Tenpenny Tower's Federalist Lounge. He pretty much has a reserved seat that he always occupies.

**MICHAEL MASTERS**

**Faction:** Ghoul  
**Location:** 7.13: Warrington Station (Exterior; LAT -18/LONG -19)

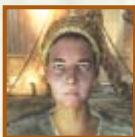
» **Miscellaneous Quest: Tenpenny Tower**  
» **Freeform Quest: House Decoration in My Tenpenny Suite**  
Michael Masters was an esteemed electronic and biological engineer before the bombs dropped. He doesn't remember much of the first years after D.C. was destroyed, but he does remember his human life and resents his Ghoulish nature (though he does appreciate

the gift of longevity). He was extremely intelligent and jovial in his old life, but living as a Ghoul has made him very pessimistic and angry at the world. He sees his Ghoulness as a karmic curse, because he was attempting to keep America at the forefront of human mutation experiments, breeding super-warriors after being inspired by the work of the German, Russian, and Chinese doctors.

**MICKY**

**Faction:** Wastelander  
**Location:** 8.03: Megaton  
(LAT -01/LONG -06)

» **Mini-Encounter 0.10: Dying of Thirst**  
Driven slightly demented by lack of sustenance, and fearful of his life after a narrow escape from a Raider party holed up in a nearby school, Micky has set up a begging station at the entrance to Megaton. Through the haze of dehydration, he remains hopeful that a water caravan or kindly stranger will cross his path.

**MIDEA**

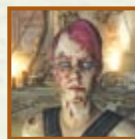
**Faction:** Pitt Slave  
**Location:** TP.A: Midea's Quarters (LAT 13/LONG 06)

» **Main Quests: Into the Pitt (TP), Unsafe Working Conditions (TP), Free Labor (TP)**  
» **Freeform Quest: Toys for Tots (TP)**  
One of the oldest slaves in The Pitt, Midea is dedicated to helping the Pitt Slaves. Despite having the fierceness to probably earn her freedom in the Arena, she chooses to stay with the slaves and see that someone is watching out for them. She concocted the kidnapping plan with Wernher shortly after he was enslaved, and she sees the baby as little more than a tool to earn the freedom of her people.

**MILLCENT WELLINGTON**

**Faction:** Wastelander  
**Location:** 7.14: Tenpenny Tower (LAT -16/LONG -17)

» **Miscellaneous Quest: Tenpenny Tower**  
» **Freeform Quest: Love Letter**  
Millicent is an elitist without the benefit of an elite society. Truth is, the other residents can't stand her, because she's a quarrelsome busybody; therefore, she never gets invited to any of the tower's intimate social events. She spends her days hanging around the house or complaining to her poor husband.

**MILLY**

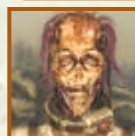
**Faction:** Pitt Slave  
**Location:** TP.3: Pitt Downtown (LAT 12/LONG 08)

» **Freeform Quest: Wild Bill's Last Stand (TP)**  
Part of a tiny enclave of Pitt Slaves that exists near the Market Square in the Downtown area, Milly is a close friend of Wild Bill and is desperate to know her friend's whereabouts. She wanders the alleys, hoping to catch a glimpse of her friend. She has also appropriated some Stimpaks, hiding them in various nondescript objects throughout Downtown.

**MILO, SHIPPING FOREMAN**

**Faction:** Robot  
**Location:** 8.10: Nuka-Cola Plant (LAT -01/LONG -19)

» **Miscellaneous Quest: The Nuka-Cola Challenge**  
» **Freeform Quest: Just for the Taste of It**  
The latest in robotic bookkeeping and shipment launching, Milo is a proud employee of the Nuka-Cola corporation. Currently, he's waiting for additional shipping instructions from a Nuka-Cola employee with proper ID.

**MISS JEANETTE**

**Faction:** Slave  
**Location:** 2.08: Paradise Falls (LAT -09/LONG 16)

» **Freeform Quest: Freedom!**  
Miss Jeanette is quiet, confused, and obsequious. She's long since accepted her role as a slave. The only problem is, most customers have no use for a Ghoul slave. She's been in the pens forever and isn't expecting to leave any time soon.

**MISTER BREAK**

**Faction:** Wastelander  
**Location:** PL 1.01: Sacred Bog Entrance (LAT 01/LONG 04)

» **Main Quest: Walking with Spirits (PL)**  
Mister Break is a figment of your Punga-infused imagination. Isn't he? Yes, yes he is. Or is he? Yes, most definitely, he is. Right?



### MISTER BUCKINGHAM



**Faction:** Robot

**Location:** 9.15: Rivet City  
(LAT 18/LONG -17)

» Freeform Quest: The Life of Bryan

Mister Buckingham is Vera's best friend, a Mister Handy robot with the disposition of a British butler. Mister Buckingham is stationed in the hotel 24/7 and minds things while Vera is away.

### MISTER BURKE



**Faction:** Wastelander

**Location:** 8.03: Megaton  
(LAT -01/LONG -06)

» Miscellaneous Quest: The Power of the Atom

Mister Burke spends his days at Moriarty's Saloon, drinking and talking to Moriarty or asking Gob the Ghoul probing questions about being a Ghoul, the effects of radiation on his body, and what it's like to live among the non-irradiated populace. He also likes to eat at the Brass Lantern restaurant, where he can keep an eye on the atomic bomb.

### MISTER CROWLEY



**Faction:** Ghoul

**Location:** 17.07B: Museum of History: Underworld

» Miscellaneous Quest: You Gotta Shoot 'Em in the Head  
Mister Crowley is as bitter a Ghoul as you'll find. He was transformed 10 years ago, due to an extreme exposure of radiation that should have killed him. He once lived at Rivet City, but the bias and hatred he experienced there forced him to move on. Crowley discovered Underworld and has taken up permanent residence, but remains resentful of the harsh treatment he received from humans. He presents you with a complex revenge plan that he wants you to carry out. Mister Crowley spends most of his time in the Ninth Circle, drinking heavily.

### MOIRA BROWN



**Faction:** Merchant

**Location:** 8.03: Megaton  
(LAT -01/LONG -06)

» Miscellaneous Quests: The Wasteland Survival Guide, The Replicated Man

» Freeform Quest: House Decoration in My Megaton House

A self-styled inventor, 24-year-old Moira grew up in the trading community of Canterbury Commons with an uncommon curiosity about the world. She's read almost every book that's come through the town. Although her reading has taught her a wide variety of useful knowledge, she has nearly no actual experience with the world, so she doesn't always understand how it can be applied outside of her workshop. After a recent accident with a domesticated Centaur, Moira was inspired to write a book to help others survive in the Wasteland and avoid similar dangers. She just needs someone with real experience to test out her ideas and give her some real-world insight into life in the wastes.

### MOM (CATHERINE; DECEASED)



**Faction:** Wastelander

**Locations:** 9.14: Jefferson Memorial (LAT -13/LONG -17),  
PL 1.01: Sacred Bog Entrance (LAT 01/LONG 04)

» Main Quest: Birth

» PL Main Quest: Walking with Spirits

Your mother died during childbirth, and was one of the scientists attempting to perfect Project Purity, falling in love with James, the leader of the scientists. Aside from her voice (available on Holotape: Better Days), you know little about your mother, except that she suffered cardiac arrest during your birth, and her favorite Bible passage is Revelation 21:6.

### MONA

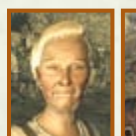


**Faction:** Pitt Raider

**Location:** TP.5: Pitt Uptown  
(LAT 13/LONG 04)

Sometimes clad in skimpy clothing and a variety of interesting skin disorders, Mona is skilled in the arts of melee combat. She suffers from a particularly disgusting degenerative skin disorder from swimming in the nearby rivers.

### MOTHER CURIE III



**Faction:** Ghoul

**Locations:** B58.01 Holy Light Monastery (LAT -01/LONG -04, 8.03: Megaton (LAT -01/LONG -06)

» Miscellaneous Quest: Holy Water (BS)

Overseeing the operation is Mother Curie, who believes firmly that she is doing Atom's will and helping the world grow, and they find that consecrated Aqua Pura is actually much more potent than any other "dirty water." She has prepared a rich and varied history to read to

her "flock." Should you find her in her second state; she has received her greatest wish, as she bathed in the light of infinite candles, and reached a higher realm of consciousness. In fact, this worked so well, her mortal corpse has become a frothing, savage Ghoul with no knowledge of your previous interactions.

### MOTHER MAYA



**Faction:** Wastelander

**Location:** 8.03: Megaton  
(LAT -01/LONG -06)

» Freeform Quest: Pious Generosity

Mother Maya is 41 and Confessor Cromwell's female counterpart. She and Cromwell are actually husband and wife, but they don't go out of their way to advertise the fact, because they're both so busy promoting the ideals of the church.

### MOTHER PUNGA



**Faction:** Tribal

**Location:** PL 1.01: Sacred Bog Entrance (LAT 01/LONG 04)

» Main Quest: Walking with Spirits (PL)

This is an enormous "seed," part of a huge wild bloom of the Punga fruit. The seeds nestle on a pod in the recessed part of the fruit. The plant shudders and releases a puff of pollen, said to cause vivid hallucinations.

### MURPHY



**Faction:** Ghoul

**Location:** 5.02: Northwest Seneca Station (LAT -10/LONG 09)

» Freeform Quest: Murphy's Bombing Run

Murphy was an amateur scientist even back in his pre-Ghoul days, and his tenacity has allowed him to deal with his "affliction." He's close to making some real Caps with his invention—an enhanced dose of Jet that can keep a Ghoul up and peaking, as Jet has only limited effects on these creatures.

### MYSTERIOUS STRANGER



**Faction:** Wastelander

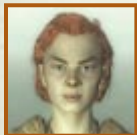
**Location:** Random

You have a Guardian Angel, but with a deadly hand-cannon instead of wings. Meet the Mysterious Stranger, an odd and



eldritch entity said to appear and aid you in combat before you draw your dying breath. Of course, it helps to have the Mysterious Stranger Perk first....

## NADINE



**Faction:** Wastlander

**Location:** PL 3.13: The Ark & Dove Cathedral (LAT 12/LONG 03)

» **Main Quest:** Hearing Voices (PL)

» **Freeform Quest:** Tailing the Tomboy (PL)

Nadine is a Wastlander who bartered passage to Point Lookout with Tobar and hasn't yet returned. Her mother makes a tearful plea for you to find her. Nadine is a bit of a tomboy and a restless adventurer who wanted to explore beyond the Capital Wastelands, running away from home to stow away on the *Duchess Gambit* and see the world. She plans to return to Capital Wasteland once she's found her fortune to bring back and share with her mother, Catherine, but she's not in a hurry to return quite yet.

## NATHANIEL VARGAS



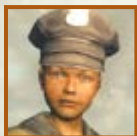
**Faction:** Wastlander

**Location:** 1.01: Raven Rock (LAT -28/LONG 28), 8.03: Megaton (LAT -01/LONG -06)

» **Main Quest:** The American Dream

Nathan, 65, ran a caravan route for over 30 years with his wife, Manya. During that time, he became a little obsessed with the Enclave radio broadcasts. Since then, Nathan has become a bit of a fanatic, believing that the Enclave will bring salvation to the Wasteland and is trying to convince everyone else in Megaton of this fact. Most of the residents write Nathan off as the local busybody, but all are quick to note that after 30 years on the back of a wagon, he is one hell of a shot when it comes to gunplay.

## NICHOLAS "KNICK KNACK"



**Faction:** Wastlander

**Location:** 4.08: Little Lamp-light (LAT -26/LONG 02)

» **Miscellaneous Quest:** The Replicated Man

Knick Knack and his twin sister, Knock Knock, are 14 years old and dedicated to the town. While his sister collects terrible jokes, Knick Knack collects anything of value. He organizes the settlement's store of goods, mostly to keep them in good shape for anyone who needs them, but also because he has a

fondness for working with items and making sure everything is "just so."

## NOLA



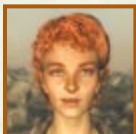
**Faction:** Wastlander

**Location:** TP.B: The Mill (LAT 11/LONG 06)

» **Main Quest:** Unsafe Working Conditions (TP)

Nola tends to the sick, crippled, and wounded of the Mill's workforce, when she's not taking a beating herself. She has rudimentary medical training, which she can apply to you, although she's the least-skilled practitioner you've ever met (not including Sawbones, of course).

## NOVA



**Faction:** Wastlander

**Location:** 8.03: Megaton (LAT -01/LONG -06)

» **Main Quest:** Following in His Footsteps

Nova, 25, spends most of her time hanging around the bar talking to the male clientele. Every now and then, she'll go up to a room with a new "friend." Her real job is to sweet-talk the male patrons and get them to spend money—on booze, company, or an outrageously priced bed for the night. Every couple of nights, Nova sleeps with Gob. One day a week—her day off—she goes shopping.

## NOVICE



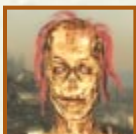
**Faction:** Ghoul

**Location:** BS8.01 Holy Light Monastery (LAT -01/LONG -04)

» **Miscellaneous Quest:** Holy Water

Commended by Mother Curie III for his devotion to the cause, Novice is wowing the other visitors to the Holy Light Monastery with his "hint of brain" poking through a section of exposed skull. His path to the light is almost a certainty.

## NURSE GRAVES



**Faction:** Ghoul

**Location:** 17.07B: Museum of History: Underworld

» **Miscellaneous Quest:** The Replicated Man

Young by Ghoul standards, Doctor Barrows's assistant Nurse Graves is knowledgeable and keen. She helps in Barrows's experiments to diagnose and treat the various brand-new

ailments that Ghouls are always complaining about. Happy with her lot in life, she spends her time cutting up corpses, inspecting brain tissue samples, and poking Feral Ghouls with a variety of (mainly sharp) implements.

## OBADIAH BLACKHALL



**Faction:** Wastlander

**Location:** PL 1.02: Blackhall Manor (LAT 02/LONG 07)

» **Miscellaneous Quest:** The Dark Heart of Blackhall

The last descendant of the Blackhalls, a famous (some say infamous) family of wealth in the history of Point Lookout, Obadiah is stubborn and is still entranced by an old book his family once lost. The Blackhall family was deeply involved in the commercialization of Point Lookout in the early 21st century. Constance Blackhall, head of the estate after the New Plague made her an unexpected widow in 2058, cooperated with entrepreneurs from the Isla Negra Realty Company, who had been trying to acquire family real estate unsuccessfully for years. Despite overwhelming local cultural resistance, Isla Negra persistently attempted to bring tourism and modernization to Point Lookout and St. Mary's County.

## O-DOG



**Faction:** Pitt Raider

**Location:** TP.5: Pitt Uptown (LAT 13/LONG 04)

Infatuated with Vikia the sniper, O-Dog is more than competent with precision-rifle weaponry. He competes with Duke to get Vikia's attention, almost always unsuccessfully. He deems newcomers not as meat but simply as a "higher grade of sausage."

## OFFICER DAVIS



**Faction:** Vault Dweller

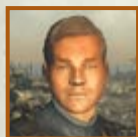
**Location:** 9.M: Scavenger's Shack (LAT 12/LONG -11)

» **Miscellaneous Quest:** Protecting the Water Way (BS)

Rivet City has contracted with the Brotherhood of Steel to help escort water caravans to their destination, in exchange for getting money and technology from the Brotherhood. Officer Davis is one of the security team hoping to be paid with technology.



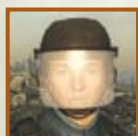
### OFFICER HERMAN GOMEZ



**Faction:** Vault Dweller  
**Location:** 8.01: Vault 101 (LAT -04/LONG -04)

- » **Main Quests:** Growing Up Fast, Escape!
  - » **Miscellaneous Quest:** Trouble on the Homefront
- The classic good cop, officer Gomez is Freddie's dad. He has no patience for the Tunnel Snakes and tries to make sure that Freddie doesn't have anything to do with them. This is hard, because there may not be any other boys Freddie's age in the Vault.

### OFFICER JOHN KENDALL



**Faction:** Vault Dweller  
**Location:** 8.01: Vault 101 (LAT -04/LONG -04)

- » **Main Quests:** Growing Up Fast, Escape!
  - » **Miscellaneous Quest:** Trouble on the Homefront
- Tough, friendly, and no-nonsense, he's not actively sinister, but he'll follow orders without thinking about it too much. He is not an introspective sort of guy. He loves being a cop and doesn't worry about whether what he's doing is right; he is the law.

### OFFICER LEPELLETIER



**Faction:** Wastelander  
**Location:** 9.15: Rivet City (LAT 18/LONG -17)

- » **Miscellaneous Quest:** Protecting the Water Way (BS)
- A Rivet City security force team member who, through hard work and dedication, has landed herself the unfortunate position of being in charge of the Water Caravan Escort detail. Rivet City has contracted out with the Brotherhood of Steel to help escort water caravans to their destination, in exchange for getting money and technology from the Brotherhood. Officer Lepelletier has a makeshift office set up outside Rivet City where she handles coordinating the caravans and security details. There is usually a small contingent of caravan drivers, Brahmin, and disgruntled Rivet City policemen buzzing around the bridge gangplank building. Lepelletier's caravans have been getting hijacked more regularly, and she suspects something organized is going on. She'd like you to help investigate what's going on by escorting one of the caravans. She can't pay you, so you'll have to get paid from Bigsley at Project Purity. All her money and gear has already been assigned to other escort details.

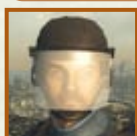
### OFFICER LORIN



**Faction:** Wastelander  
**Location:** 9.M: Scavenger's Shack (LAT 12/LONG -11)

- » **Miscellaneous Quest:** Protecting the Water Way (BS)
- There is usually a small contingent of caravan drivers, Brahmin, and disgruntled Rivet City policemen buzzing around the bridge gangplank building. Officer Lorin is one of the most vocal in his displeasure at the almost-constant attacks, but his hand has been forced.

### OFFICER O'BRIAN



**Faction:** Vault Dweller  
**Location:** 8.01: Vault 101 (LAT -04/LONG -04)

- » **Main Quest:** Escape!
- Lightly armored and keen to deliver a bit of punishment to the Vault civilians, Officer O'Brian is a vicious, unthinking man who delights in the pain of others. The confusion of the Lone Wanderer's escape makes his violent tendencies all the more easy to hide.

### OFFICER PARK



**Faction:** Vault Dweller  
**Location:** 8.01: Vault 101 (LAT -04/LONG -04)

- » **Main Quest:** Escape!
- Sent to guard the main Vault 101 exit door by the Overseer, Officer Park isn't about to let some jumped-up, jumpsuited 19-year old snott-nosed punk kid flee into the irradiated waste and fill his Vault with noxious air.

### OFFICER RICHARDS



**Faction:** Vault Dweller  
**Location:** 8.01: Vault 101 (LAT -04/LONG -04)

- » **Main Quest:** Escape!
- A little less relentless than Officer O'Brian in his beating of those milling about Vault 101 during the escape of the Lone Wanderer, Officer Richards is still under orders to stop those from breaching the Vault door.

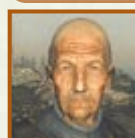
### OFFICER STEVE "STEVIE" MACK



**Faction:** Vault Dweller  
**Location:** 8.01: Vault 101 (LAT -04/LONG -04)

- » **Main Quest:** Escape!
  - » **Miscellaneous Quest:** Trouble on the Homefront
- Stevie is the gung-ho new guy in security. He's been waiting his whole life to join the force and is willing to do whatever it takes to get in good with "the boss" (Chief Hammond), including being particularly overzealous during emergencies.

### OFFICER TAYLOR



**Faction:** Vault Dweller  
**Location:** 8.01: Vault 101 (LAT -04/LONG -04)

- » **Miscellaneous Quest:** Trouble on the Homefront
- A senior member of the Vault 101 security team, Taylor is well-known and liked, but after his wife's heart attack he has become saddened, and he blames the reckless escapee for the stress this caused his beloved Agnes.

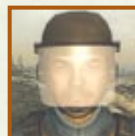
### OFFICER WILKINS



**Faction:** Vault Dweller  
**Location:** 8.01: Vault 101 (LAT -04/LONG -04)

- » **Miscellaneous Quest:** Trouble on the Homefront
- Related to Janice and Jim Wilkins, Officer Wilkins is much less forgiving than Officer Taylor, and he blames you directly for the chaos currently affecting the Vault. He is liable to attack as soon as he gives this "lone wanderer" a tongue-lashing.

### OFFICER WOLFE



**Faction:** Vault Dweller  
**Location:** 8.01: Vault 101 (LAT -04/LONG -04)

- » **Main Quest:** Escape!
- A friend of Allen Mack, Officer Wolfe patrols the main Vault door on high alert, waiting for a possible escape attempt. He has no intention of breathing the irradiated air outside, and prefers the recycled atmosphere of the Vault.



## OLD LADY DITHERS



**Faction:** Vault Dweller

**Location:** 7.03: Vault 112  
(LAT -22/LONG -08)

» **Main Quest:** Tranquility Lane  
Poor Old Lady Dithers; she's a sweet old thing to be sure, but prone to bouts of senility. She's recently taken to warbling on about "computer simulations" and "fail-safe" operations. The neighbors sure hope they won't have to commit the old dear.

## "OLD LADY" LUCY PALMER



**Faction:** Vault Dweller

**Location:** 8.01: Vault 101  
(LAT -04/LONG -04)

» **Main Quest:** Growing Up Fast  
» **Miscellaneous Quest:** Trouble on the Homefront  
Jonas's grandmother lives alone in her apartment where nothing has changed for decades. She's kind and proud of her grandson, and she bakes the most delicious sticky Sweetrolls.

## OLD MAN HARRIS



**Faction:** Wastelander

**Location:** 8.07: Andale  
(LAT -05/LONG -17)

» **Freeform Quests:** One Big Happy Family, Our Little Secret  
The Smiths and Wilsons would prefer you took no notice of this elderly kook, who lives in his rundown shack. He's obviously a lunatic, and reeks of cheap alcohol.

## OVERSEER ALPHONSE ALMODOVAR



**Faction:** Vault Dweller

**Location:** 8.01: Vault 101  
(LAT -04/LONG -04)

» **Main Quests:** Growing Up Fast, Escape!  
» **Miscellaneous Quest:** Trouble on the Homefront  
Growing up in Vault 101 during a time when the Vault dwellers ventured freely into the outside world, Alphonse's parents believed the Vault should have no contact with the dangers out there. As he got older, Alphonse knew he had to correct the gross lapses in security. He got his chance when the Overseer—a strong proponent of outside contact—disappeared one day while out in the Wasteland. Many suspected foul play, but the young, charismatic,

strong-willed Alphonse Almodovar offered the Vault dwellers new leadership, and they had little choice but to accept.

## PALADIN BAEI

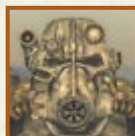


**Faction:** Brotherhood of Steel

**Location:** 9.11: The Citadel  
(LAT 08/LONG -14)

» **Main Quest:** The Waters of Life  
Bael is a worthy fighter, but he hasn't mastered the fine art of conversation, a shortfall that almost led to an altercation with a Megaton resident. Still, his commanding presence ensures that undesirables stay well away from the entrance gates.

## PALADIN GLADE



**Faction:** Brotherhood of Steel

**Location:** 9.11: The Citadel  
(LAT 08/LONG -14)

» **Main Quest:** Take It Back!  
» **Freeform Quest:** Gallows Humor  
Paladin Glade is the oldest member of Lyon's Pride and serves as the group's technician and smith. But it's a well-known fact that Glade is also the most well-rounded and experienced Paladin in the Pride and is not to be trifled with. He's a badass, so don't mess with him.

## PALADIN GUNNY

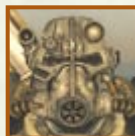


**Faction:** Brotherhood of Steel

**Location:** 9.11: The Citadel  
(LAT 08/LONG -14)

» **Freeform Quest:** Power Armor Training  
Paladin Gunny is in charge of training initiates and turning them into hard-nosed Knights and Paladins. He is unhappy with the Elder Lyons's method of taking on volunteers from the Wasteland but still performs his duty to the best of his ability.

## PALADIN HOSS

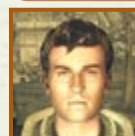


**Faction:** Brotherhood of Steel

**Location:** 19.03 Office Building

» **Freeform Quest:** The Lost Initiate  
Hoss hates chaperoning wayward cadets almost as much as latrine-cleaning duties, and his fears have recently been proven right, as Initiate Pek disappeared on a long-range recon sweep of the Falls Church zone. He's happy for any help.

## PALADIN JENSEN

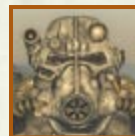


**Faction:** Brotherhood of Steel

**Location:** 4.11: Fort Bannister  
(LAT -18/LONG -01)

A scout for the Brotherhood of Steel, Jensen is apt to make tactical blunders that put both himself and his teammates in jeopardy. He firmly denies that he's a liability. In fact, he models all his actions on his favorite super hero, Captain Cosmos.

## PALADIN KODIAK

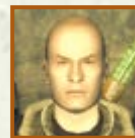


**Faction:** Brotherhood of Steel

**Location:** 9.11: The Citadel  
(LAT 08/LONG -14)

» **Main Quest:** Take It Back!  
» **Freeform Quests:** Gallows Humor, The Scourge  
Paladin Kodiak (also known as Greg Bear) is the largest and strongest member of Lyons's Pride. He is actually considered the largest and strongest member of the Brotherhood of Steel in general. As the name implies, he's as gruff and vicious as a bear, and he excels in close combat with a Power Sledge. Paladin Kodiak owes his life to Elder Lyons, who rescued Kodiak as a child from a distant city known as "the Pitt." Because of this, Kodiak thinks of Elder Lyons as his father.

## PALADIN TRISTAN



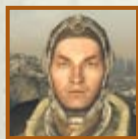
**Faction:** Brotherhood of Steel

**Location:** 9.11: The Citadel  
(LAT 08/LONG -14)

» **Main Quests:** Death from Above (BS), Shock Value (BS), Who Dares Wins (BS)  
» **Freeform Quest:** Blood Brotherhood (BS)  
Tristan is in charge of all the day-to-day operations of the Citadel and training new members. He follows Elder Lyons's ideals on the new direction the East Coast faction of the Brotherhood of Steel is taking very closely. He is serious and doesn't take any crap, but he's also very wise. Like a few others, he was a part of the original expedition that discovered the Pentagon ruins with Elder Lyons. He has a close (professional) relationship with Sarah Lyons whom he trained since she was quite young. Tristan is usually found wandering the main control room area of the Citadel (the old bay for Liberty Prime).



### PALADIN VARGAS



**Faction:** Brotherhood of Steel

**Location:** 10.01: Tenleytown/Friendship Station (Chevy Chase North)

» **Main Quests:** Following in His Footsteps, Take It Back! The sergeant of Lyon's Pride, Vargas is 30, and a no-nonsense, professional type. He is Sarah's right hand man; she relies on him for his experience and advice, and he supports her and mentors her. There is a very close but mostly unspoken friendship between them. He is no relation to Nathaniel Vargas of Megaton.

### PANADA



**Faction:** Merchant

**Location:** PL 5.23: House of Wares (Panada) (LAT 08/LONG 10)

Panada is one of only two merchants in Point Lookout. Madam Panada's House of Wares offers a variety of badly repaired items, as Panada herself is only trading to make a living. Her real calling (so she believes) is divination.

### PAPPY

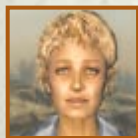


**Faction:** Wastelander

**Location:** 5.10: Big Town (LAT -04/LONG 03)

» **Miscellaneous Quest:** Big Trouble in Big Town Now in his mid-20s, Pappy is the old-timer in town. He's trying to hold the fabric of the settlement together, but it is coming apart at the seams. They've lost their only doctor, and Pappy is becoming increasingly pessimistic. He's drawn the defenses in to the center of town so there's only one entrance and fewer weak spots. He is concerned and careful but isn't holding out much hope for survival.

### PAT NEUSBAUM



**Faction:** Vault Dweller

**Location:** 7.03: Vault 112 (LAT -22/LONG -08)

» **Main Quest:** Tranquility Lane Wife of George and mother of Little Timmy, Pat is a shrinking violet who's more than content to give her son platitudes of encouragement, compared to the stern talking-to that George favors. She's worried about her dear little pumpkin: Timmy, not George.

### PATCHWORK

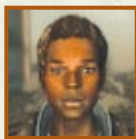


**Faction:** Ghoul

**Location:** 17.07B: Museum of History: Underworld

Patchwork is Underworld's town drunk. He's in pretty rough shape, even for a Ghoul. He's always losing limbs that Doctor Barrows has to find and sew back on. Patchwork is friendly enough to humans, especially if softened up with a bottle of booze. Winthrop looks out for Patchwork but has never been able to convince him to stop drinking.

### PAUL HANNON (II)

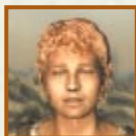


**Faction:** Vault Dweller

**Location:** 8.01: Vault 101 (LAT -04/LONG -04)

» **Main Quests:** Growing Up Fast, Escape! Paul is sitting on the bottom rung of the Tunnel Snakes' tiny social ladder. The other Snakes often tease him when they lack another suitable target. His dad being security chief of the vault gives him a certain cachet among his friends, though.

### PAULIE CANTELLI



**Faction:** Wastelander

**Location:** 9.15: Rivet City (LAT 18/LONG -17)

» **Freeform Quest:** Overdose Paulie is your classic addict. His wife, Cindy, runs A Quick Fix, which sells Chems. The shop would actually make money if he would stop using up all the inventory himself. Most of his waking thoughts are about when he can get his next fix. He is frequently distracted and has trouble focusing. Paulie and Cindy are married in name only. They barely talk and share little in common. He isn't even aware of how much he neglects his wife.

### PAULSON



**Faction:** Wastelander

**Location:** MZ1.03 Engineering Core: Stasis Pod

» **Main Quest:** Among the Stars (MZ), This Galaxy Ain't Big Enough... (MZ) Paulson is a rancher from the "Wild West" period of American history. He was abducted by aliens during one of their previous visits to Earth, and has been kept in suspended

animation for hundreds of years. He's quiet, soft-spoken, and unfazed by his current situation. He offers little background information about himself, but it's clear he has a deep hatred for being removed from his life, and wants to exact vengeance on his abductors, or to put it another way: "seek a lamentable but satisfying revenge on every last one of those bastards."

### PENNY



**Faction:** Slave

**Location:** 2.08: Paradise Falls (LAT -09/LONG 16)

» **Main Quest:** Rescue from Paradise Penny is a 12-year-old Lamplighter who spends most of her time alone in a corner of the slave house. She laments that Rory Maclaren, whom she has grown close to, has been in isolation in the Box for a very long time and will likely die if he's not released. In fact, when the time comes for you to rescue the Lamplighters, Penny will not leave unless she knows Rory has been released from the Box. When not enslaved, Penny is another scavenger team member from Little Lamplight. She's adept at finding food and understanding animals in the Wasteland, although this particular talent wasn't of much use when Slavers stumbled across their team. At Lamplight, she spends a lot of time with her brother Joseph, who's her hero; even though she can usually take care of herself, she admires the way Joseph seems to know everything, and she tries to be like him.

### PEPPER GOMEZ



**Faction:** Vault Dweller

**Location:** 8.01: Vault 101 (LAT -04/LONG -04)

» **Miscellaneous Quest:** Trouble on the Homefront Pepper has raised her son Freddie in the Vault by herself nearly his entire life. She is a good mother and cares for Freddie but feel helpless when confronted with his behavior. It's obvious to everyone that Butch and the Tunnel Snakes have far more influence over Freddie, and Pepper is at the end of her rope.

### PETER "SQUIRREL"



**Faction:** Slave

**Location:** 4.08: Little Lamplight (LAT -26/LONG 02)

» **Main Quest:** Rescue from Paradise Squirrel is 13 and has a knack with computers and electronics. As such, he is an important



member of the scavenging team, because he's the only person who can tell how valuable a piece of scientific hardware is. He's been caught recently, but he's working on an escape plan. He's also sickly, often visiting Lucy for some sort of medication. Inside Lamplight, he spends a lot of his time reading, playing with electronics, and trying not to do anything too stressful.

## PHANTOM



**Faction:** Pitt Raider

**Location:** P.5: Pitt Uptown  
(LAT 13/LONG 04)

Although perhaps a little too excitable when around firearms, Phantom enthusiastically welcomes you to the ragtag Pitt Raider family (if you aren't massacring them all). He can share his RadAway with you once per day.

## PINT-SIZED SLASHER



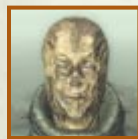
**Faction:** Vault Dweller

**Location:** 7.03: Vault 112  
(LAT -22/LONG -08)

» **Main Quest:** Tranquility Lane

A myth used to scare children who misbehave, the Pint-Sized Slasher is said to appear from a dog kennel at dusk to chase the children around with a Toy Knife. The Pint-Sized Slasher has been the second-best-selling Halloween costume, topped only by Captain Cosmos.

## PLIK



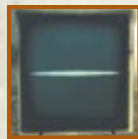
**Faction:** Ghoul

**Location:** PL 3.17: Coastal Grotto  
(LAT 16/LONG 03)

» **Miscellaneous Quest:** Plik's Safari (PL)

A jovial host of his prestigious hunting club for society's richest (or most bored) clientele, Plik has witnessed the spread of Feral Ghouls in the area, and seeks to limit this encroachment, while attempting an enterprising scheme in the process.

## PRESIDENT JOHN HENRY EDEN



**Faction:** Enclave

**Location:** 1.01: Raven Rock  
(LAT -28/LONG 28)

» **Main Quest:** The American Dream

The president of the United States, Eden, resides here, utilizing the ZAX Corporation's

super-computer technology to aid him in the reclamation and recreation of a new United States—one free of impurities and mutations. The people have suffered enough, and he's ready to use his Enclave forces to reclaim this land, with technology far more advanced than anything seen beyond the underground bunkers of his base.

## PRIME (DECEASED)



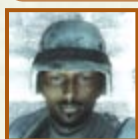
**Faction:** Raider

**Location:** 5.13: Jury Street Metro Station  
(LAT -10/LONG -03)

» **Freeform Quest:** Jiggs' Loot

Two hackers were attempting to divide some loot spoils, and Jiggs never made it out of the Museum of Technology alive, or survived long enough to solve a riddle Prime posed for him. Prime mentions in his notes that he's waiting for Jiggs at the Jury Street Metro Station. Head there and check out the diner.

## PRIVATE BECKETT



**Faction:** U.S. Army

**Location:** MZ2.04: Cryo Lab

» **Main Quest:** Among the Stars (MZ)

Part of the 108th Infantry Battalion, Private Beckett was part of Sergeant Daniels's squad and fought alongside Elliott Tercorien when he had to. However, being part of a medical team, Beckett's primary function was to carry stretchered troops to safety, either for evacuation for swift, on-site medical attention. He can be revived from his stasis pod along with Sergeant Daniels, either without Elliott preparing their memories (in which case, Beckett is hostile), or after their memories return (in which case, Beckett fights alongside you until falling during the assault on the Cryo Storage facility).

## PRIVATE JONES



**Faction:** Robot

**Location:** 9.15: Rivet City  
(LAT 18/LONG -17)

Seagrave Holmes salvaged this Mister Gutsy. He's a bit confused about where he is and who all these other humans are. Harkness set him to guarding the Armory in the security tower, but he's far from reliable.

## PRIVATE LAURENCE MEARS (DECEASED)



**Faction:** U.S. Army

**Location:** MZ2.04: Cryo Lab

» **Main Quest:** Among the Stars (MZ)

A key part of the 108th Infantry Battalion, Mears was among the medical team abducted during the prelude to the Great War, and forced into an interrogation at the hands of extraterrestrial travelers. The first to be interrogated, Mears simply provided his name, rank, and service number. This wasn't the answer the Aliens demanded, and he was soon frozen and periodically thawed out to face inhuman torture and eventual dissection. Death came as a sweet relief for Mears.

## PROFESSOR CALVERT



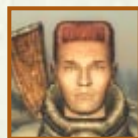
**Faction:** Tribal

**Location:** PL 6.29: Point Lookout Lighthouse  
(LAT 13/LONG 15)

» **Main Quests:** Hearing Voices (PL), Thought Control (PL), A Meeting of the Minds (PL)

Professor Calvert, once a brilliant government scientist, is now reduced to a power-mad brain in a jar. He retains his brilliance, but hundreds of years in isolation have left him a maddened, scheming figure, constructing elaborate plans to dominate the rest of the world. Now that he has a way of contacting people outside of his lab, he intends to follow through on his plans—especially if he can include revenge on Desmond, the agent responsible for his lack of a living body.

## PRONTO



**Faction:** Slaver

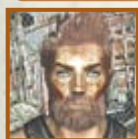
**Location:** 2.08: Paradise Falls  
(LAT -09/LONG 16)

» **Freeform Quest:** Economics of Violence

Pronto is one of those guys who's always been around, but you can't remember how you met him or when he showed up. Rumor has it that he's the son of an old Slaver, but he doesn't get a lot of respect from them. He's a nice guy, and nice guys don't do well in Paradise Falls. Pronto has run Lock and Load since the last owner met an untimely end. According to Forty (then called Thirty-Two), the previous owner died when a weapon accidentally went off in his shop. If anyone knows different, they aren't saying anything.



### PROSPER

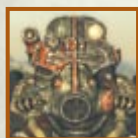


**Faction:** Slave

**Location:** TP2: Train Tunnel  
(LAT -19/LONG 30)

» **Main Quest:** Into the Pitt (TP)  
Paranoid, nervous, and usually careful, Prosper was a smuggler, ferrying illicit cargo of Ingots from the Steelyard of The Pitt to outlying areas. His operation was soon compromised and his crew mostly butchered. The survivors were sold to Slavers heading toward Paradise Falls.

### PROTECTOR HENRY CASDIN

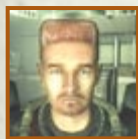


**Faction:** Brotherhood  
Outcast

**Location:** 8.04: Fort  
Independence (LAT -06/  
LONG -13)

» **Freeform Quest:** The Outcast Collection Agent  
Splitting from Elder Lyons (and stealing technology in the process), Casdin and his fellow warriors were of the opinion that Lyons had "gone native," concerning himself with the troubles of the locals instead of the "greater" mission: the acquisition of technology. Lyons is a joke to Casdin, even a traitor. Lyons hasn't even bothered to get his giant robot working, let alone continue the search for technology. In Casdin's eyes, the Outcasts are the true Brotherhood of Steel, carrying on the mission of the main West Coast contingent.

### PROTECTOR MCGRAW



**Faction:** Brotherhood  
Outcast

**Location:** OA.U.2: Outcast  
Outpost (Entrance Elevator;  
LAT 03/LONG -16)

» **Main Quest:** Aiding the Outcasts (OA)  
Interacting with outsiders with pleasant but direct conversation (instead of the usual contempt and condescension), McGraw is the head of operations in the Bailey's Crossroads section of the D.C. Metro Ruins. He is in charge of defending and exploring a recently discovered prewar compound belonging to Virtual Strategic Solutions. He deems the Outpost worth risking his life for, as well as those of the patrol he commands.

### QUARTERMASTER



**Faction:** U.S. Army

**Location:** A.4: U.S. Army  
Field Headquarters  
(LAT 09/LONG 14)

» **Main Quests:** Paving the Way (OA), Operation: Anchorage! (OA)  
In charge of allocating weaponry to the troops engaged on the front lines of Anchorage, the Quartermaster appears to be logical and by the book. But with the correct guile and fast talking, you can convince him to provide additional firepower, including weaponry previously thought to be classified. He's a valuable ally and a man to befriend, even after you've brought your requisition Holotape to him.

### QUINN



**Faction:** Ghoul

**Location:** 17.07B: Museum  
of History: Underworld

» **Miscellaneous Quest:** You Gotta Shoot 'Em in the Head  
» **Freeform Quest:** Hired Help  
Quinn is a wanderer, a loner more used to traversing the Wasteland than sitting around and chatting in this place, but he's here to provide trade and supplies to Tulip, and make sure she's okay. Used to interaction with humans, he has learned not to trust them, but he's a good judge of character. Don't think he's a pushover; he's a highly skilled combat veteran of countless raids across the Wasteland.

### RACHAEL, DAUGHTER OF DAVE



**Faction:** Wastelander

**Location:** 3.03: The  
Republic of Dave (LAT 19/  
LONG 27)

» **Freeform Quest:** Election Day  
Rachael is 11 years old and gets excited about any visitors from the outside. She is inquisitive, does well at school, and knows all of President Daddy's rules by heart.

### RALPH, SON OF DAVE



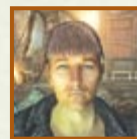
**Faction:** Wastelander

**Location:** 3.03: The  
Republic of Dave (LAT 19/  
LONG 27)

» **Freeform Quest:** Election Day  
The youngest male resident of the Republic of Dave, Ralph is a very serious boy with an old

soul and tends to act like an adult; in fact, he's a little like a miniature version of his father. He follows the rules of his nation to the letter and is sometimes curt, but he can be friendly if he's treated with respect.

### RAMSEY



**Faction:** Slaver

**Location:** TP2: Train Tunnel  
(LAT -19/LONG 30)

» **Main Quest:** Into the Pitt (TP)  
Searching the Northern Wastes for wayward and lost scavengers and settlers, Ramsey and his small band of (mainly albino) Slavers have recently had to deal with losing one of their prized specimens after he deactivated his collar and fled. A slave was killed in the process, and Ramsey is currently strengthening his camp, locking up his possessions, and paying local Pitt Raiders to locate his escapee. Eulogy Jones won't be pleased.

### RED



**Faction:** Wastelander

**Location:** 5.01:  
Germantown Police  
Headquarters (LAT -02/  
LONG 13), 5.10: Big Town  
(LAT -04/LONG 03)

» **Miscellaneous Quests:** Big Trouble in Big Town, The Replicated Man, Strictly Business  
» **Freeform Quest:** Ticking Timebomb  
Intelligent, slightly sarcastic, and motherly, Red is Big Town's doctor in residence, although she's on an enforced leave thanks to the current kidnapping sweeps by Super Mutants in the local area. Red's nickname stems from the blood she's always splattered in and her affinity for the color. She runs the clinic in Big Town, and she is the unofficial mayor and an old girlfriend of a guy named Sticky Hands, an ex-resident of Little Lamplight.

### REDDUP



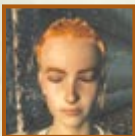
**Faction:** Pitt Raider

**Location:** TP.5: Pitt Uptown  
(LAT 13/LONG 04)

» **Main Quest:** Into the Pitt (TP)  
Although loyal to Ashur (almost to a fault), Reddup is overzealous when it comes to administering punishment on supposed misdemeanors and crimes perpetrated by Pitt Slaves. Seething with rage, he doesn't think twice about executing those he deems to have wronged him, and he has a special type of rage reserved for the subhuman Trogs. He regularly snipes at any Trog incursions with whooping glee.



## REILLY

**Faction:** Reilly's Rangers**Location:** 18.06: Reilly's Rangers Compound

- » Miscellaneous Quest: Reilly's Rangers
- » Freeform Quest: Geomapping with Reilly

Growing up in the ruins of Washington D.C. without parents, Reilly encountered a military man who took her in and taught her everything there was to know about combat, tactics, and survival. When he died 12 years later, she carried his body all the way to Arlington Cemetery, and gave him the best military burial she could. Four years ago at 26, she founded Reilly's Rangers, and began a massive mapping exercise. Currently, she has suffered severe wounds and is in a coma somewhere near the Ghoul stronghold of Underworld.

## RICKY "ZIP"

**Faction:** Wastelander**Location:** 4.08: Little Lamplight (LAT -26/LONG 02)

- » Freeform Quest: Zip's Nuka Fix

Zip is nine and acts as one of the occasional scouts and scavengers for Little Lamplight, which perfectly suits his speedy and hyperactive nature. As a bonus, it allows him to have first dibs on any Nuka-Cola he can find, a drink he's quite addicted to. When he's not out finding resources for the town, he runs around town, pestering people and generally being feisty. MacCready insists that Zip doesn't get to keep his gun when he's back in town...not since that accident a while ago.

## RIP SMITHY

**Faction:** Wastelander**Location:** PL 3.17: Coastal Grotto (LAT 16/LONG 03)

- » Miscellaneous Quest: Plik's Safari (PL)

A merchant, hired-gun, and part-time Smuggler, Rip Smithy recently made a boatload of Caps selling a pair of child slaves named Sammy and Squirrel to Eulogy Jones over at Paradise Falls [CW2.08].

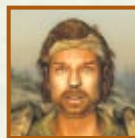
## ROACH KING

**Faction:** Wastelander**Location:** 3.1: The Roach King (LAT 08/LONG 16)

Kheee! First, build throne. Then take rocket. Kheee! Some of my shiny friends help me.

What time is it? Scuttle-and-bustle time. Kheee! The sun is hot. But the throne is cool. Khee-akaahhh-kuhhh... oh, me insides don't feel right. Sleepy time. Kheee!

## ROBERT

**Faction:** The Family**Location:** 5.05: Meresti Trainyard (LAT -01/LONG 07)

- » Miscellaneous Quest: Blood Ties

Robert is Vance's bodyguard. The two met in a fight for their lives against Slavers (who Vance detests) well before the Family was formed. Robert, 34, saved Vance's life in that battle, and ever since, the two have been good friends. Once Vance formed the Family, Robert began to realize how important Vance was and elected to remain ever vigilant of his friend. He keeps very quiet and usually has to be prompted to get into conversations. He is extremely well versed in the use of firearms and has elected himself as the combat instructor for the Family.

## ROCKSALT

**Faction:** Raider**Location:** U05: Tepid Sewer

Rocksalt leads a small band of Raiders on the hunt for Mole Rat meat. They not only live off the stuff, but also ferry it back to the Jury Street Metro Station, where some guy named Ryan Brigg buys all they can carry. The Caps are almost worth the long trek.

## ROGER ROCKWELL

**Faction:** Vault Dweller**Location:** 7.03: Vault 112 (LAT -22/LONG -08)

- » Main Quest: Tranquility Lane

Janet has been acting a little less than chipper lately, starting arguments and flying off the handle at the slightest sign of stress. Roger puts this down to "women's troubles," and thinks she should talk it over with one of her neighbors, like that nice Martha Simpson.

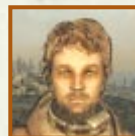
## RONALD LAREN

**Faction:** Wastelander**Location:** 7.05: Girdershade (LAT -26/LONG -11)

- » Miscellaneous Quest: The Nuka-Cola Challenge
- » Freeform Quest: Grady's Package

After his wife died, 33-year-old Ronald wandered the Wasteland until settling in Girdershade. Living in close proximity to Sierra Petrovita has made him feel even worse about being alone. His thoughts of loneliness are not as wholesome as most would think. Basically he misses the physical side of relationships. Feeling these urges, he's made several advances upon Sierra, who is completely oblivious to his motivations, because she is absorbed in her pursuit of Nuka-Cola. Ronald mistakes Sierra's rejection as being spurned, and this has angered him a great deal. Fortunately, he doesn't want to physically force himself on her but wishes to "get even" with her in other ways.

## RORY MACLAREN

**Faction:** Slave**Location:** 2.08: Paradise Falls (LAT -09/LONG 16)

- » Main Quest: Rescue from Paradise
- » Freeform Quest: Freedom!

One of the many held at Paradise Falls, 30-year-old Rory remains here until someone wishes to purchase him. Unlike some of his fellow slaves, Rory is obsessed with escaping and spends every waking minute pondering ways of tunneling, creeping, or bludgeoning his way out of Paradise Falls. He isn't about to be pushed around and has assaulted his captors several times. He's been placed permanently in the "Box," where unruly slaves await their fate.

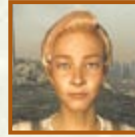
## ROSA MEITNER

**Faction:** Wastelander**Location:** B58.A: Wastelander Water Request (LAT -02/LONG -05)

- » Miscellaneous Quest: Holy Water (B5)

A kind-hearted spirit and a wandering traveler who recently arrived in Megaton, Rosa soon learns that her actions have caused the death of an innocent. Truly shocked and taken aback, Rosa is apologetic and genuinely disturbed by this turn of events.

## ROSIE, WIFE OF DAVE

**Faction:** Wastelander**Location:** 3.03: The Republic of Dave (LAT 19/LONG 27)

- » Freeform Quest: Election Day
- Rosie is possibly the most discontented citizen of the Republic of Dave. She'll occasionally speak up, but Dave quickly reminds her where the power of the Republic truly lies. Rosie is



extremely intelligent and has many suggestions about how the Republic could be safer, happier, and more efficient. Unfortunately, people rarely ask Rosie what she thinks.

### ROY PHILLIPS



**Faction:** Ghoul

**Location:** 7.13: Warrington Station (Exterior; LAT -18/ LONG -19)

» **Miscellaneous Quest:** Tenpenny Tower

Roy is the leader of a group of Ghoul dissidents living inside the Warrington Metro tunnels. They have decided to try to force Mr. Allistair Tenpenny to let them move into his tower. Of course, he has refused. Roy is an ex-cop and his no-nonsense, black-and-white world view has carried over into his new life as Ghoul. He's come to terms with his Ghoulness and demands that humans treat Ghouls with respect. He has no patience for bigots. Bessie Lynn is his Ghoulfriend.

### RUZKA THE WONDER BEAR



**Faction:** Wastelander

**Location:** PL 1.A: Ruzka's Alcove (LAT 00/LONG 02)

You may have spotted posters around Point Lookout for Ruzka, who is now completely feral and amuses herself playing with a big red ball and the entrails of encroaching Swampfolk. Ruzka lives in a small alcove at the end of a small inlet channel, and is dangerous and threatening, unless you have the Animal Friend Perk.

### RYAN BRIGG (AND PUMPKIN)



**Faction:** Raider

**Location:** 5.13: Jury Street Metro Station (LAT -10/ LONG -03)

» **Freeform Quest:** Ryan Brigg's Wondermeat

Ryan Brigg is a Wasteland entrepreneur with a plan. Mole Rat is the most easily available meat, but it tastes awful. While he conducts research on improving the taste and making his fortune selling his genetically modified offal, he's posing as a rough-and-ready Raider captain in order to recruit the manpower he needs to keep his investments secure.

### SALLY



**Faction:** Wastelander

**Location:** MZ1.01 Holding Cells

» **Main Quest:** Not of This World (MZ), Among the Stars (MZ), This Galaxy Ain't Big Enough... (MZ)

Sally and her sister were abducted shortly after the bombs dropped in 2077. Her parents were killed almost immediately after the war, leaving the two girls to themselves. After the abduction, the girls were separated, and Sally never learned that her sister died during one of the Aliens' many experiments. She's blocked out most of the bad things that happened to her. Now a fixture in the lower levels of the ship, Sally has repeatedly escaped custody and explored a good deal of the ship's lower level. She has a degree of insight into the workings of the Mothership and the motives of the Aliens that nobody else possesses. Aside from being a trusted ally, Sally also offers random Alien items if you request them, every few hours.

### SAM WARRICK



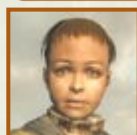
**Faction:** Wastelander

**Location:** Random

» **Mini-Encounter 0.28:** Going Camping

A friendly rival of Lazlo Redford's, Sam is a keen shot and a lone Raider, ready to tag defenseless creatures and wandering mutations. But his big plan is a high-value target he can drop from safe distance, and accrue enough Caps to visit Madame over at Evergreen Mills.

### SAMMY



**Faction:** Slave

**Location:** 2.08: Paradise Falls (LAT -09/LONG 16)

» **Main Quest:** Rescue from Paradise

» **Freeform Quest:** Bully the Bully

Sammy is 10 years old and is Squirrel's best friend. He's also the youngest member of Little Lamplight's scavenging team, and one of the best shots with a rifle. Unfortunately, that didn't help him when the Slavers caught them unawares. He was captured together with Squirrel while on a trading run for Little Lamplight and have been in captivity together for about a month. Sammy is really annoyed at all of Squirrel's escape attempts—mainly because he hasn't been involved in any of them. When he's not imprisoned in Paradise Falls, he watches Little Lamplight's back door, where Princess teases him for looking a little bit like a girl.

### SANDERS (DECEASED)



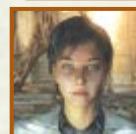
**Faction:** Ghoul

**Location:** BS 3.02.2: Olney Underground

» **Main Quest:** Shock Value (BS)

Sanders knew better than most. He was always telling Roy Phillips his delusions of grandeur were misplaced, and that Ghouls should set up their own settlement, away from those who would seek to destroy their way of life. After gathering a plucky band of likeminded souls, Sanders ignored Connelly's whining, and trekked northward to a relatively undisturbed township called Old Olney. Sanders was amazed this place hadn't been settled by Raiders! His crew headed into the maze of sewers and tunnels under Old Olney, and began to set up a makeshift camp. It had everything you could wish for; Food, Beer, a pool table... and an odd scratching sound and distant roaring. This roaring intensified as Sanders suddenly—and violently—discovered his group wasn't the first to settle Old Olney.

### SANDRA KUNDANIKA



**Faction:** Pitt Raider

**Location:** TP.G: Haven (Interior; LAT 17/LONG 03)

» **Main Quest:** Free Labor (TP)

» **Freeform Quest:** Toys for Tots (TP)

Sandra is one of the few Raiders with a solid education, and she deliberately approached the Pitt because she saw it as a strong up-and-coming force in the Wasteland. Ashur recognized her intelligence immediately and offered to support her work. Sandra's friendly demeanor hides a fierce intelligence and absolute conviction. Sandra has no illusions about the cutthroat nature of the Pitt's raiders. In fact, she shares a good deal of their ruthlessness, although she prefers to avoid direct violence, if possible. She wholeheartedly supports Ashur's plans to build an army and unite the Wasteland.

### SAPLING YEW



**Faction:** Treeminder

**Location:** 2.01: Oasis (LAT -03/LONG 28)

» **Miscellaneous Quest:** Oasis

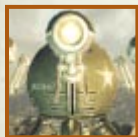
» **Freeform Quest:** Yew Got a New Friend

The only child of the Oasis village leaders, Tree Father Birch and Leaf Mother Laurel, eight-year-old Sapling Yew divides her time among several activities, including eating and sleeping in her family's quarters and playing and gardening in the village with her mother.



She also loves to play in the Grove, climb on and around the god-spirit, and fiddle with her Bear Charm.

## SAWBONES



**Faction:** Robot

**Location:** 9.11: The Citadel (LAT 08/LONG -14)

» Freeform Quest: Worst. Doctor. Ever.

This is a modified Mister Gutsy with an almost encyclopedic knowledge of surgery, but it lacks the necessary medical subsystem knowledge to carry out operations without causing inadvertent harm to the patient. Recently, Sawbones has been exhibiting some worrying behavior, including having a penchant for poetry.

## SCRIBE BIGSLEY



**Faction:** Brotherhood of Steel

**Location:** 9.14: Jefferson Memorial (LAT 13/LONG -17)

» Miscellaneous Quests: Protecting the Water Way (BS), Holy Water (BS), The Amazing Aqua Cura! (BS)

This overworked, underpaid, and unappreciated Brotherhood Scribe has the thankless and overwhelming task of setting up and managing the water distribution. He hasn't slept since the water purifier started working. Lyons wants water to go everywhere. The rest of the Brotherhood resents being sent on deliveries. Bigsley is caught in the middle. He agrees with those who feel they should charge for the water, to let the free market set up the distribution network, but he will follow orders as best he can. He's worked out a deal with Rivet City to use their security force to supplement the Brotherhood escorts of the water caravans. He hopes to soon hand over the entire distribution nightmare to Rivet City. But they seem reluctant and are having trouble with bandits. There is literally a line of acolytes outside his door with various questions, reports, and requests regarding the water distribution. Bigsley is on the verge of a nervous breakdown.

## SCRIBE BOWDITCH



**Faction:** Brotherhood of Steel

**Location:** 9.11: The Citadel (LAT 08/LONG -14)

» Miscellaneous Quest: The Replicated Man

Scribe Bowditch is assigned to the Smithy and is responsible for a lot of innovations over the past several years. His specialty is Power Armor, and he spends much of his time obsessing over ways to improve it.

## SCRIBE ELIZABETH JAMESON



**Faction:** Brotherhood of Steel

**Location:** 9.11: The Citadel (LAT 08/LONG -14)

» Freeform Quest: Collecting Holotags

Scribe Jameson oversees the archives in the Citadel and is charged with protecting the whole of the Brotherhood's knowledge. More importantly, she keeps the scrolls that record the deeds of all Brotherhood members.

## SCRIBE PEABODY



**Faction:** Brotherhood of Steel

**Location:** 9.11: The Citadel (LAT 08/LONG -14)

Scribe Peabody is the Brotherhood scribe assigned to the Armory. He's a weapons expert and is in charge of maintaining and repairing all the Brotherhood's various firearms, energy weapons, big guns, and anything else that shoots and kills people. He also helped repair Liberty Prime's weapon systems. Unlike Scribe Rothchild, he loves "field work" and often wishes he could go on combat missions with the Brotherhood Knights and Paladins.

## SCRIBE REGINALD ROTHCHILD



**Faction:** Brotherhood of Steel

**Location:** 9.11: The Citadel (LAT 08/LONG -14)

» Main Quests: Picking Up the Trail, Death from Above (BS)

» Freeform Quest: Getting Ready for Prime Time (BS)

Scribe Rothchild was a member of Elder Lyons's exploration party when it discovered the Pentagon ruins. Rothchild fully believes in the Brotherhood of Steel and its ideals, but he is not a soldier. He's a scientist, and a good one. He is the Senior Scribe of the Citadel and takes his position very seriously. He is also thrilled that the months of bringing Liberty Prime online is yielding dividends.

## SCRIBE VALLINCOURT



**Faction:** Brotherhood of Steel

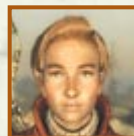
**Location:** 9.11: The Citadel (LAT 08/LONG -14)

» Main Quest: Shock Value (BS)

Scribe Vallincourt is one of Scribe Rothchild's assistants. Her specialty is weapons technology

and gadgets; very useful for the Brotherhood of Steel's tech gathering missions. She is as intelligent as she is beautiful, but doesn't flirt or involve herself in anything else except for her work for the Brotherhood. She is such a fervent believer in the original ways of the Brotherhood that she is a bit wary of Elder Lyons's new direction, but the activation of Project Purity has changed her mind as of late.

## SCRIBE YEARLING



**Faction:** Brotherhood of Steel

**Location:** 9.18: Arlington Library (LAT 08/LONG -19)

» Miscellaneous Quest: The Wasteland Survival Guide

» Freeform Quest: Yearning for Learning: Scribe Pre-War Books

A 30-year-old scribe assigned to the Archives, Scribe Yearling has been transferred to a mission to gather prewar knowledge from the Wasteland. She is young, friendly, and the polar opposite of Scribe Rothchild. She's very dedicated and tends to be a bit shy. When you first meet her, she is in this building but may move to the Citadel; check there if you can't find her.

## SEAGRAVE HOLMES



**Faction:** Wastelander

**Location:** 9.15: Rivet City (LAT 18/LONG -17)

» Miscellaneous Quests: The Wasteland Survival Guide, The Replicated Man

» Freeform Quest: Council Seat

Seagrave Holmes, 30, is a genius tinkerer and fixes anything he can get his hands on. He spends his days in the shop, and at night, he hangs around the Weatherly Hotel to talk to Vera Weatherly, who he's not-so-secretly in love with. Seagrave has that easy way of relating to common folk. He fits into their social world without even thinking about. While he is exceptionally gifted with machines, he never lords that over others.

## SECURITY CHIEF GUSTAVO



**Faction:** Wastelander

**Location:** 7.14: Tenpenny Tower (LAT -16/LONG -17)

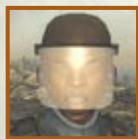
» Miscellaneous Quest: Tenpenny Tower

Prior to becoming security chief of Tenpenny Tower, Gustavo worked his way up to become leader of a mercenary band of professional fighters. Mister Burke was rescued by Gustavo and his band, and quickly hired him and



his men to form the security force at the Tower. Personality: Gruff but good natured in a "Don't give me grief, I'm just doing my job, ma'am" kinda way. However, he soon becomes a loud no-nonsense hard-ass when his team or his charges are in immediate danger. He is particularly hostile to Ghouls. "The only good Ghoul is a dead Ghoul," he is fond of saying, particularly if Ghouls are nearby. If it is pointed out that not all Ghouls are mindless killing machines, he responds "It's only a matter of time before they go zombie. Dead now or dead later. Why take the risk? Besides, you're doing them a favor."

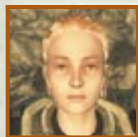
### SECURITY CHIEF PAUL HANNON (I)



**Faction:** Vault Dweller  
**Location:** 8.01: Vault 101 (LAT -04/LONG -04)

» **Main Quest:** Escape!  
» **Miscellaneous Quest:** Trouble on the Homefront  
Security Chief Hannon is extremely aggressive and by-the-book, and he wishes his Vault security force was a real military force with a war to win. He is not nearly as smart as he thinks he is, and his men are not nearly the crack security force he thinks they are. Spit and polish are everything to him; following orders is his highest calling.

### SENTINEL SARAH LYONS



**Faction:** Brotherhood of Steel  
**Location:** 10.01: Tenleytown/Friendship Station (Chevy Chase North)  
**Location:** 9.11: The Citadel (LAT 08/LONG -14)

» **Main Quests:** Following in His Footsteps, Take It Back!, Death from Above (BS), Who Dares Wins (BS)  
Sarah, 26, was born in the West Coast Brotherhood of Steel headquarters. At the age of seven, she accompanied her father on his journey east to the Capital Wasteland (her mother having died several years earlier). Sarah Lyons is Brotherhood through and through, as dedicated and decorated as her father when he was younger. She commands a group of soldiers assigned to patrol the Washington, D.C., Mall area and operates out of the G.N.R. studio outpost.

### SERGEANT DANIELS



**Faction:** U.S. Army  
**Location:** MZ2.04: Cryo Lab

» **Main Quest:** Among the Stars (MZ)  
Attached to the 108th Infantry Battalion, Sergeant Daniels led Elliott Tercorien's squad in an earth battle pitting the U.S. Army against the Chinese. Part of a medical team, Daniels erected field tents and radioed for evacuations after surgery, or if a casualty's wounds were too severe to treat on the battlefield. He can be revived from his stasis pod along with Private Beckett, either without Elliott preparing their memories (in which case, Daniels is hostile), or after their memories return (in which case, Daniels fights alongside you until falling during the assault on the Cryo Storage facility).

### SERGEANT RL-3



**Faction:** Follower  
**Location:** Random

» **Freeform Quest:** Tinker Joe's Sergeant of Slaughter  
Scavenged from parts by a wandering trader named Tinker Joe, Sergeant RL-3 is a RobCo Industries Mister Gutsy model, created for mobile attacks prior to the Great War. Utilizing both plasma and flame as its main weapons system, "Sarge" is always ready with a ready quip ("Pain is just weakness leaving the body! Hooah!"), but has an experimental "personality," making it difficult for Tinker Joe to offload him.

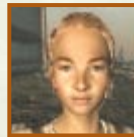
### SHAKES



**Faction:** Robot  
**Location:** 7.14: Tenpenny Tower (LAT -16/LONG -17)

Shakes is the Federalist Lounge's robotic bartender, and he dutifully slings drinks 24 hours a day, 7 days a week. In fact, being a bartender is all Shakes has ever known; he was commissioned by Allistair Tenpenny for that very purpose. Shakes doesn't have much to say, but he can offer discounts on drinks if you know which buttons to press.

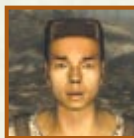
### SHAWNA, DAUGHTER OF DAVE



**Faction:** Wastelander  
**Location:** 3.03: The Republic of Dave (LAT 19/LONG 27)

» **Freeform Quest:** Election Day  
Dave's 17-year-old daughter and eldest child has been brought up knowing how to shoot, hunt, fight, and utilize other survivalist techniques, just in case she ever has to leave the Republic. Shawna completely believes in her father's omnipotence. She is a very anxious, high-strung girl.

### SHORTY



**Faction:** Wastelander  
**Location:** 5.01: Germantown Police Headquarters (LAT -02/LONG 13), 5.10: Big Town (LAT -04/LONG 03)

» **Miscellaneous Quest:** Big Trouble in Big Town  
Although diminutive, Shorty received his nickname from the fellow residents of Big Town due to his fiery temper: "Short-T." Currently, he's praying for a quick death in the basement kitchen of the Germantown Police Station.

### SHRAPNEL



**Faction:** Wastelander  
**Location:** 9.15: Rivet City (LAT 18/LONG -17)

Shrapnel, 50, is grizzled and rough around the edges, but he has long since left his Raider days behind. He spends his days in the store with Flak, selling merchandise. He gets along with Flak because they share a fascination with guns. However, he's usually rude and insulting to everyone else. At Flak's request, he tries hard to not be rude when he's behind the counter of the shop, but he's finding it difficult.

### SID



**Faction:** Wastelander  
**Location:** 4.06: Vault 87 (LAT -28/LONG 06)

» **Main Quest:** Finding the Garden of Eden  
If you were captured by Super Mutants, forced to watch as your friends were mutated into horrific bubo-filled experiments-gone-wrong, and then told you'd either be injected next or eaten, your mind would snap too. Sid reckons he has one chance—a fight to freedom. At



least, he thought that before he lost the ability of rational thought.

## SIERRA PETROVITA



**Faction:** Wastelander

**Location:** 7.05: Girder-shade (LAT -26/LONG -11)

» **Miscellaneous Quest:** The Nuka-Cola Challenge

» **Freeform Quest:** Mississippi Quantum Pie

Sierra is a beautiful, 26-year-old, blonde who has no regard for anything but finding and consuming Nuka-Cola. She is absolutely fanatical about the blue drink and has been subsisting on the stuff for years. She has spent every Bottle Cap her parents left acquiring the drink from merchants, travelers, and towns spread throughout the Wasteland. Even though her looks are a desirable target for men, her personality leaves much to be desired. She is so oddly fascinated by Nuka-Cola that she will constantly shift conversations to speak about it and cares little for anything else. This is the subject of much anguish for the only other inhabitant of Girdershade.

## SILAS



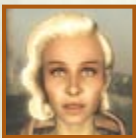
**Faction:** Slaver

**Location:** 17.01: Lincoln Memorial Maintenance Room (Lincoln Memorial)

» **Miscellaneous Quest:** Head of State

Leroy's right-hand man and trusted second-in-command, Silas guards the Slavers' current defensive stronghold from the almost constant Super Mutant attacks. Curt, sly, and sardonic, Silas isn't a particularly pleasant man, even for a Slaver.

## SILVER



**Faction:** Wastelander

**Location:** 8.02: Springvale (LAT -02/LONG -04)

» **Freeform Quest:** 300 Pieces of Silver

Silver, 22, was a prostitute who worked for Colin Moriarty in Megaton before they had a falling out. She ran away with her share of her earnings (or so she says) and is hiding out in Springvale, just outside of Vault 101. Silver is now a pitiful Psycho junkie and lives her life in constant fear of reprisal from Moriarty. Her name comes from her very light blond, almost silvery hair.

## SIMONE CAMERON



**Faction:** Slave

**Location:** 3.10: Temple of the Union (LAT 13/LONG 15)

» **Miscellaneous Quest:** Head of State

Simone is 26 and was a Raider before Slavers took her. She was a slave for only seven months before escaping. As a former Raider, she is very comfortable with weapons and fighting. She is the most combat skilled of all Hannibal's followers. She is a rough and tough person, with a total lack of respect for almost anyone except Hannibal.

## SISTER



**Faction:** Slaver

**Location:** 9.15: Rivet City (LAT 18/LONG -17)

» **Miscellaneous Quest:** The Replicated Man

» **Freeform Quest:** Slave Hunt

Why do they call this large hulking man "Sister"? No one knows because whenever anyone asks, Sister beats them to within an inch of their life. Sister, 29, is a bully with a bad temper. He is one step away from being given the boot by Harkness or Danvers. So far he hasn't caused enough trouble to warrant exile or worse. Most of the citizens of Rivet City stay clear of him if they can.

## SMILING JACK



**Faction:** Raider

**Location:** 7.04: Evergreen Mills (LAT -18/LONG -07)

A master trader and barterer, Jack is a jovial sort, and not just because he's set up shop next to the Raider strip club. He mends the Raider's equipment, which keeps him busy and unable to continue modifications on his pride and joy: a devastating Shotgun he brings out for a little fun.

## SNOWFLAKE



**Faction:** Ghoul

**Location:** 17.07B: Museum of History: Underworld

Snowflake is a newcomer to Underworld, and to Ghouldom. He showed up a few years ago after being kicked out of Rivet City. Because he had nowhere else to go, Underworld took him in. Snowflake's main skill is as a barber, which isn't much use to anyone in

Underworld. Lacking any other way to pass the time, he's taken up Jet.

## SONORA CRUZ



**Faction:** Regulator

**Location:** 6.A: Regulator Headquarters

» **Freeform Quest:** There's No Justice, Just Us

Leader of a hidden organization known as the Regulators (who are recognized by their long overcoats known as "dusters"), Sonora Cruz is a woman with a mission: to rid the Wasteland of troublemakers and ne'e-dowells. Her unknown benefactors, who set up this clandestine operation around a decade ago, are willing to pay for scalps, or in the Regulators' case, fingers.

## SOMAH



**Faction:** Slaver

**Location:** MZ1.01 Holding Cells

» **Main Quests:** Not of This World (MZ), Among the Stars (MZ), This Galaxy Ain't Big Enough... (MZ)

Somah is one of the few Wastelanders unfortunate enough to have stumbled across Recon Craft Theta and been abducted. Prior to this, she was a Slaver working in conjunction with Paradise Falls. She has a sweet, calm disposition that is undercut by a sadistic streak that shows through when she's under stress. She's used to being in charge, but is aware that she's out of her depth aboard the Alien ship. Aside from providing supporting fire, she can repair any items that may need fixing.

## SON OF ATOM



**Faction:** Ghoul

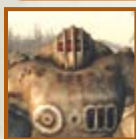
**Location:** B58.01 Holy Light Monastery (LAT -01/LONG -04)

» **Miscellaneous Quest:** Holy Water (PL)

When a human transcends mortality and straddles the ether, they can be seen to be both living in the "real" and "spiritual" realm. Mother Curie III firmly believes her own son to have taken the final steps on this journey. In fact, much of her son's higher functions have disappeared, and only instinct is preventing this confused Glowing One from attacking.



### SPARKY

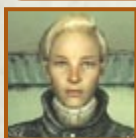


**Faction:** Robot

**Location:** BS15.02.3: Adams Air Force Base

- » **Main Quest:** Who Dares Wins (BS)  
A Personal Automated Lackey (or P.A.L.) of Stiggs, Sparky is a loyal and obedient friend to Stiggs, exactly as he was programmed to be.

### SPECIALIST OLIN

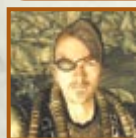


**Faction:** Brotherhood Outcast

**Location:** OA.U.2: Outcast Outpost (Entrance Elevator; LAT 03/LONG -16)

- » **Main Quests:** Aiding the Outcasts (OA), Operation: Anchorage! (OA)  
Cordial but unimpressed with bluster or violence, Olin is a valuable member of the Outcast team. He is charged with maintaining and running the various electronics and servers recently discovered inside Bailey's Crossroads Outpost. She seeks to catalog and test all the items within the Outpost complex but has had no luck breaking open the heavy blast door, which she believes leads to a bounty of lost technology.

### SPLIT JACK



**Faction:** Bandit

**Location:** 9.04: Wilhelm's Wharf (LAT 07/LONG -07)

- » **Miscellaneous Quest:** Protecting the Water Way (BS)  
Once a Raider, Jack cleaned up his act and began to marry his ruthless tendencies with a head for business. He has an eye (his only good one) for extortion, and is currently leading a group of Bandits as they attack, accrue, and then extort Aqua Pura from anyone they meet. He's mildly psychotic, but you'd have to be paying attention to notice.

### SPOOK

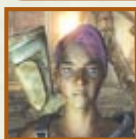


**Faction:** Pitt Raider

**Location:** TP.D: The Arena (LAT 11/LONG 05)

- » **Main Quest:** Unsafe Working Conditions (TP)  
An odd little lady, Spook guards the entrance to the Arena and is friends with Faydra. She enjoys her job, which involves drinking Beer and shouting at the Pitt Slaves wandering the upper gantries inside the Mill. She has placed her Teddy on a locker overlooking the Arena so he can watch the fights too.

### SQUILL



**Faction:** Pitt Raider

**Location:** P.5: Pitt Uptown (LAT 13/LONG 04)

You may be taken aback the first time you meet Squill, as she has no withering put-downs or disgusting, antisocial behaviors. Instead, she is enthusiastic and appreciates your fighting prowess. She is a genial, good-natured, and dedicated soldier.

### SQUIRE ARTHUR MAXSON



**Faction:** Brotherhood of Steel

**Location:** 9.11: The Citadel (LAT 08/LONG -14)

Squire Maxson is a descendant of the legendary Roger Maxson, founder of the Brotherhood of Steel. His father, a high-ranking Paladin serving just outside the N.C.R. (New California Republic), was recently killed in battle, and his mother, the Lady Maxson, sent the boy east to be raised under the tutelage of the respected Elder Lyons. Squire Maxson tends toward timidity, which is the main reason his mother sent him to the Citadel.

### STANLEY ARMSTRONG

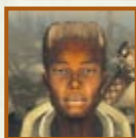


**Faction:** Vault Dweller

**Location:** 8.01: Vault 101 (LAT -04/LONG -04)

- » **Main Quests:** Growing Up Fast, Future Imperfect, Escape!
- » **Miscellaneous Quest:** Trouble on the Homefront  
Sweet, always worried, and not very bright, Stanley is the father of Beatrice, Mary, and Gloria. Stanley and Andy are responsible for keeping the Vault running. They tend all the machinery and act as janitors.

### STAR PALADIN CROSS



**Faction:** Follower

**Location:** 9.11: The Citadel (LAT 08/LONG -14)

- » **Freeform Quest:** Seeing Stars  
Star Paladin Cross is the highest ranking Brotherhood of Steel soldier in the Citadel, but she no longer works in the field. Instead, she

now serves as Elder Lyons's trusted bodyguard and advisor. It is well known that Star Paladin Cross has been technologically enhanced so that she no longer needs to eat or sleep. She is, in fact, a cyborg. The change occurred several years ago, after Cross was critically injured defending Elder Lyons while out in the field; Scribe Rothchild performed the enhancement operation that saved Cross's life. But there's something even more important about Star Paladin Cross—she's none other than the Brotherhood of Steel soldier who helped save the player's life as a baby. Cross helped Dad get through the Super Mutants and escorted them all the way to Megaton.

### STEFAN



**Faction:** Ghoul

**Location:** 8.08: Red Racer Factory (LAT 02/LONG -15)

Stefan is the Surgeon's "assistant," and it took a considerable amount of trepanning (and radiation medicine) for Stefan to become docile and loyal, like a dog. Stefan's job is to maul or cloak in radiation any intruder that dares threaten his master, as well as test subjects the Surgeon deems too unruly or not reacting properly with their implant chips. These are never referred to as "mistakes" though; the Surgeon doesn't make mistakes.

### STEVE ARMSTRONG (DECEASED)



**Faction:** Vault Dweller

**Location:** 8.01: Vault 101 (LAT -04/LONG -04)

- » **Miscellaneous Quest:** Trouble on the Homefront  
The adopted son of Stanley and Beatrice Armstrong, Steve was sick for much of your youth, and you remember him only vaguely, and through conversations with Stanley. Steve is found dead as you investigate the mob-rule over at Vault 101.

### STICKY HANDS



**Faction:** Wastelander

**Location:** 4.08: Little Lamplight (LAT -26/LONG 02)

- » **Miscellaneous Quest:** Big Trouble in Big Town
- » **Freeform Quest:** A Sticky Situation  
Known to his Lamplighter friends as "Sticky Hands" though now that he is grown up, he calls himself Jack. If asked what "Sticky Hands" is for, he replies mysteriously "Use



your imagination." He's an nonstop-talking, annoying, exuberantly self-centered, 16-year old who acts like he's about 13 (as he hasn't been around enough adult role-models).

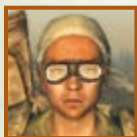
## STIGGS



**Faction:** Merchant  
**Location:** BS15.02.3:  
Adams Air Force Base

» **Main Quest:** Who Dares Wins (BS)  
A Wastelander by birth, the Enclave recruited Stiggs when he was malnourished, and brought him back to health from severe bouts of radiation poisoning. He was then put to work maintaining and creating the latest in flamethrower technologies for the Enclave; accomplishments he is troubled by.

## STOCKHOLM



**Faction:** Wastelander  
**Location:** 8.03: Megaton  
(LAT -01/LONG -06)

Stockholm is the Megaton gate guard and actually spends his time outside the city, manning the guard tower at the main gate. He is 25 and loves the sun on his back, but he isn't quite as happy with the slightly radioactive grit from dust storms in his mouth.

## STRIKE TEAM UNIT



**Faction:** U.S. Army  
**Location:** OA.4: U.S. Army  
Field Headquarters  
(LAT 09/LONG 14)

» **Main Quests:** Paving the Way (OA), Operation: Anchorage! (OA)  
Strike Teams are as flexible as they are powerful. Consisting of two to four members chosen for specific combat effectiveness, Strike Teams back you up as you enter the theater of war. Strike Teams include Infantrymen, Grenadiers, Missile Units, Snipers, and the two robotic units: the Mister Gutsy and Sentry Bot. They work effectively under the command of Sergeant Montgomery.

## SUE "KNOCK KNOCK"

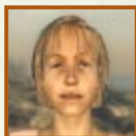


**Faction:** Wastelander  
**Location:** 4.08: Little Lamp-  
light (LAT -26/LONG 02)

» **Freeform Quest:** Tales of the Wastes

Long ago, an earlier generation of kids got a book from Vault 87 called Vault-Boy's Big Book of Laughs for Kids. Even though the book has long since been destroyed, many of the jokes were passed down through the generations, and the knock-knock joke has been her favorite sort of humor, even if it's not always understood.

## SUSAN LANCASTER



**Faction:** Wastelander  
**Location:** 7.14: Tenpenny  
Tower (LAT -16/LONG -17)

» **Miscellaneous Quest:** Strictly Business  
» **Freeform Quest:** Love Letter  
Susan is the Tenpenny Tower escort. Doctor Banfield is with her each Tuesday and Thursday, Herbert Dashwood is with her every Sunday, and every Saturday she's with Allistair Tenpenny himself. Often Susan can be found drinking in the Federalist Lounge, shopping, or grabbing something to eat in the Cafe Beau Monde. On Susan's desk is a love letter from a certain husband whose wife might not take too kindly to the realization that her husband is cheating on her.

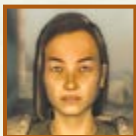
## SUSIE MACK



**Faction:** Vault Dweller  
**Location:** 8.01: Vault 101  
(LAT -04/LONG -04)

» **Main Quests:** Growing Up Fast, Future Imperfect  
» **Miscellaneous Quest:** Trouble on the Homefront  
Wally's younger sister, Susie despises the Tunnel Snakes, and Wally won't dare tease her, because she will give worse than she gets. She has a secret crush on Freddie Gomez, but no time for you. However, she becomes more philosophical and befriends Amata after your escape.

## SYDNEY

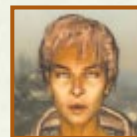


**Faction:** Wastelander  
**Location:** 17.12: The  
National Archives (Rear  
Entrance)

» **Miscellaneous Quest:** Stealing Independence  
» **Freeform Quest:** My Little Moonbeam  
Sydney is an independent mercenary who specializes in obtaining relics. She prefers going for the most dangerous scores (like the Declaration of Independence) and takes risks. She is beautiful, but finds men approaching her irritating. She is a loner. She prefers not speaking about her dark past. When she was

very young, her mother was raped and killed by Raiders. She spent years perfecting her combat skills and never welshe on a deal.

## TAMMY HARGRAVE



**Faction:** Wastelander  
**Location:** 9.15: Rivet City  
(LAT 18/LONG -17)

Tammy is a sour, middle-aged woman who drinks too much. She married James's father out of sheer desperation, and when he died at the hands of Raiders, she was left with his "brat" son. She took James to Rivet City. Tammy considers herself better than most of Rivet City's citizens. Ironically, Tammy spends her days getting drunk in the Muddy Rudder surrounded by riffraff and often doesn't return home for days at a time. She never knows where James is, because she simply doesn't care.

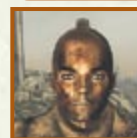
## TARA FIELDS (DECEASED)



**Faction:** Wastelander  
**Location:** 1.04: Fort  
Constantine (LAT -17/  
LONG 26)

» **Miscellaneous Quest:** You Gotta Shoot 'Em in the Head  
Tara was one of five mercenaries hired by Allistair Tenpenny to infiltrate Fort Constantine and retrieve an experimental suit of armor. Reports were that she was mauled by Ghouls, but in reality, she reached the last chamber but lacked the key to unlock the door. She was shot by a Robobrain, and her body remains here to this day.

## TED (DECEASED)

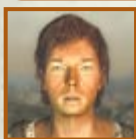


**Faction:** Wastelander  
**Location:** 9.06: Anchorage  
Memorial (LAT 10/LONG -07)

Ted was once a part-time hunter, and full-time butcher, carving up Mirelurk corpses to sell to merchants and settlements across the Wasteland. Growing increasingly paranoid of "sabotage," Ted inserted a few failsafes to keep his frozen Hatchling Meat safe. He met his end via unknown hands.



### TED STRAYER



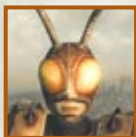
**Faction:** Wastlander

**Location:** 9.15: Rivet City  
(LAT 18/LONG -17)

- » Miscellaneous Quest: You Gotta Shoot 'Em in the Head
- » Freeform Quest: Suicide Watch

Ted is a 19-year-old who has spent most of his life wandering the Wasteland. He's new to Rivet City and is staying in the common room until he figures out where he's going next. Ted rarely plans beyond the moment. It is easy to pique his interest, but it's difficult to hold it. His father used to have dealings with someone named Mister Crowley.

### THE ANTAGONIZER (TANYA CHRISTOFF)

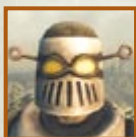


**Faction:** Wastlander

**Location:** 6.01:  
AntAgonizer's Lair  
(LAT 17/LONG 12)

» Miscellaneous Quest: The Superhuman Gambit  
Born 27 years ago, Tanya's parents lived as caravan drivers, before they were killed by Ants, an event that made Tanya lose herself in the world of Hubris Comics's characters and befriend the insects that spared her life. Christoff thinks that Canterbury Commons—a major location in the trading route her parents helped put on the map—is a blight on the Wasteland. Locals used to see Christoff lurking in a sewer system to the north of town, covered in mud and dirt. Giant Ants eventually started hanging around. A few months ago, she disappeared and reappeared as the AntAgonizer and has been harassing the town ever since.

### THE MECHANIST (SCOTT "BEAN" WOLLINSKI)



**Faction:** Wastlander

**Location:** 6.02: Canterbury Commons (LAT 18/LONG 11)

» Miscellaneous Quest: The Superhuman Gambit  
Forty-year-old Scott "Bean" Wollinski was born to simple bean farmers, raised by his father until he was 15, who then sold him to a caravan merchant hoping he would have a better life. He traveled with the caravans for a few years working as an indentured servant. This is where he got the nickname "Bean," because his purchase was paid for with beans. He eventually bought his freedom

and settled down in Canterbury Commons, where he lived a life of solitude, hiding in the electronics store, fiddling around with junk. After the AntAgonizer started showing up, he became the Mechanist to protect the town.

### THE SURGEON



**Faction:** Wastlander

**Location:** 8.08: Red Racer Factory (LAT 02/LONG -15)

A lunatic engaged in mind-controlling experiments, the Surgeon seeks to understand the brain patterns of Ghouls and Super Mutants, with the prospect of selling this information on to the highest bidder. Fiddling with brains is something of a hobby for the Surgeon, and the good doctor's first test-subject, a Ghoul now known only as "Stefan," is evidence of the Surgeon's trepanning prowess.

### THEO (DECEASED)

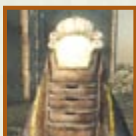


**Faction:** Reilly's Rangers

**Location:** 18.06: Reilly's Rangers Compound

» Miscellaneous Quest: Reilly's Rangers  
Theo was 22, and the quartermaster, caring for all the equipment and carrying additional ammunition that might be needed during a mission. On a probationary contract pending Reilly's decision, Theo recently succumbed to Super Mutant ordnance somewhere within the sprawling Statesman Hotel, near where the remaining team is holed up.

### THOMAS JEFFERSON

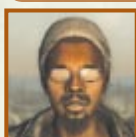


**Faction:** Robot

**Location:** 17.12: The National Archives (Rear Entrance)

» Miscellaneous Quest: Stealing Independence  
Another Protectron mimicking the mannerisms and quotes of a historic American leader, this Protectron is sealed in a pod, and Jefferson's sub-routine is available only if you download it into the Protectron itself.

### THREE DOG



**Faction:** Wastlander

**Location:** 10.03: Galaxy News Radio

» Main Quests: Following in his Footsteps, Galaxy News Radio

» Freeform Quest: Caching In with Three Dog

Born to parents who made their way in the world as members of a traveling theater group, Three Dog grew up listening to rock music, hating the government that he never knew (but surely caused the nuclear holocaust), fully believing in the rights of free speech and communal law. He is fully committed to "spreading the signal" of his radio station to anyone who will listen; it's his duty to counter the propaganda spouted by the Enclave on their station.

### TIFFANY CHENG



**Faction:** Wastlander

**Location:** 7.14: Tenpenny Tower (LAT -16/LONG -17)

Tiffany Cheng spends most of her days avoiding her husband, drinking in the Federalist Lounge, or shopping down on the first level. She eats one meal at the Cafe Beau Monde and then returns to the Cheng suite and spends some time in her room before going to sleep.

### TIMEBOMB



**Faction:** Wastlander

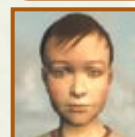
**Location:** 5.10: Big Town (LAT -04/LONG 03)

» Miscellaneous Quest: Big Trouble in Big Town

» Freeform Quest: Ticking Timebomb

Currently drugged and laid out in the operating room of Red's clinic, Timebomb was severely wounded during the last Super Mutant attack, when Red and Shorty were kidnapped. He is known as Timebomb due to his mood swings; he has prolonged periods of calm before instigating big disturbances.

### TIMMY NEUSBAUM



**Faction:** Vault Dweller

**Location:** 7.03: Vault 112 (LAT -22/LONG -08)

» Main Quest: Tranquility Lane

Timmy is saving up for a sparkling new Red Racer Tricycle, just like the one Betty has, but won't let him play on. As Mommy told him: "if life gives you lemons, make lemonade!" Timmy took her advice literally. Then he'll show Betty; perhaps then she won't make him cry this time.



## TINKER JOE



**Faction:** Merchant  
**Location:** Random

» **Freeform Quest:** Tinker Joe's Sergeant of Slaughter  
This wandering merchant sells a variety of junk, equipment, and weaponry, but also dabbles in scavenging and selling robot parts. He's built a good rapport with Wastelanders, and Sheriff Simms of Megaton is particularly happy with his purchase of Deputies Steel and Weld. He can currently be seen wandering the wastes with his robotic entourage, which includes an old Mister Gutsy army unit named Sergeant RL-3.

## TOBAR THE FERRYMAN



**Faction:** Wastelander  
**Location:** PL1: Riverboat Landing (LAT 11/LONG -20)

» **Main Quest:** The Local Flavor (PL)  
» **Freeform Quest:** Tailing the Tomboy (PL)  
Tobar is a living reminder that the world will always have a place for the savvy and charming trickster. Tobar is captain and crew aboard his steamboat the *Duchess Gambit*. The *Duchess* was a small sightseeing vessel used for tourist excursions along the Chesapeake Bay before the war. Tobar's grandfather found her and, with the help of his caravan, restored the boat's boiler, allowing the vessel to be powered by steam heat from any fuel that will fit inside the burner.

Tobar has various ports of call along the Atlantic Seaboard. Tobar's current career as a ferryman revolves around the Punga fruit produced at Point Lookout. The tribal leader of the fruit farmers has struck a gruesome bargain with the ferryman. By way of exchange, Tobar is permitted to export the considerable surplus of Punga fruit produced by the commune every lunar cycle.

Tobar takes on passengers whenever possible. Not only does he usually negotiate a considerable fare from the passenger, but most who visit the commune at Point Lookout join it, each time creating a new opportunity for Tobar to earn his next Punga shipment. Tobar has long since decided that something must be off about that fruit, and he's not touched the stuff since.

## TOM HOLDEN



**Faction:** Vault Dweller  
**Location:** 8.01: Vault 101 (LAT -04/LONG -04)

» **Main Quest:** Escape!  
During the confusion of your extrication from Vault 101, Mary and Tom Holden attempt to flee the violent security officers O'Brian and Richards, and are usually gunned or beaten down in cold blood unless you step in to save them.

## TORCHER



**Faction:** Raider  
**Location:** 4.03: MDPL Mass Relay Station (LAT -17/LONG 10)

Once under the Brotherhood of Steel's protection, this is now home to a small Raider scavenger team under Torcher's leadership. Torcher is in the interior substation, and he's armed with a Flamer to really cause you some problems.

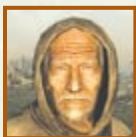
## TOSHIRO KAGO



**Faction:** Wastelander  
**Location:** MZ1.03  
**Engineering Core:** Stasis Pod

» **Main Quest:** Among the Stars (MZ), This Galaxy Ain't Big Enough... (MZ)  
One of the four entities that you thaw out during the abduction exploration on board Mothership Zeta is a silent and stoic man named Toshiro Kago. His lack of English, and your inability to converse in Japanese, mean conversation is never more than stilted gestures. Paulson refers to him as "the Chinaman," until Sally corrects him. It appears Kago is a Samurai warrior, and well-skilled in sword combat. His armor appears to date from around the Azuchi-Momoyama period (1568-1603), suggesting that Aliens have visited the Earth throughout history. He is more than capable of slaying Aliens if a particular ceremonial blade is presented to him. Or he can be slain without your other allies protesting.

## TREE FATHER BIRCH

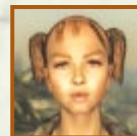


**Faction:** Treeminder  
**Location:** 2.01: Oasis (LAT -03/LONG 28)

» **Miscellaneous Quest:** Oasis  
» **Freeform Quest:** Excommunication

The 50-year-old chief of Oasis, Birch spends most of his time in the Pavilion, sitting on his throne, occasionally eating, and sleeping for a few hours at night. He also walks around Oasis, overseeing the village more directly. While the village is ostensibly a democratic commune, Tree Father Birch sees himself as the group's spiritual and temporal leader. He has cast himself in role similar to a high priest, worshipping the god-spirit Harold.

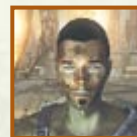
## TRINNIE



**Faction:** Wastelander  
**Location:** 9.15: Rivet City (LAT 18/LONG -17)

Trinnie was, until recently, a resident of Little Lamplight. Sadly, she is completely wasted on alcohol and Chems 24/7. She spends her days in the Muddy Rudder and then takes a break to go to A Quick Fix and "borrow" some Chems. She then goes off to hide and enjoy the high for a bit before returning to the Muddy Rudder. Belle and Brock feel bad for Trinnie and let her sleep in their quarters. She's been known to turn tricks to get money, but she isn't forced to by Belle or Brock.

## TROUBLEMAN



**Faction:** Pitt Raider  
**Location:** P.5: Pitt Uptown (LAT 13/LONG 04)

Keeping to himself and not wishing to join in conversation with others, TroubleMan is haunted by waking nightmares that he stifles with a heady mixture of Beer and Jet. This subdues the demons but causes him to utter only a few words, and none of them pleasant.

## TULIP



**Faction:** Ghoul  
**Location:** 17.07B: Museum of History: Underworld

» **Miscellaneous Quest:** The Replicated Man  
Tulip, owner of Underworld Outfitters, is known for her shrewd business sense. She obtains and sells a lot of merchandise, has the largest selection of any merchant in the Wasteland, and protects her business interests with competitive prices and a unique ability to obtain unique items. Tulip spends most of her time in the store, but takes her meals at Carol's Place, leaving the shop under Quinn's watchful eye.



### UG-QUALTOTH



**Faction:** Ghoul

**Location:** 7.11: Dunwich Building (LAT -26/LONG -18)

» **Miscellaneous Quest:** The Dark Heart of Blackhall (PL)  
A strange altar found in the depths of this building may hold the key to discovering more about this previously unknown entity. Unfortunately, because all investigators into grimoire oddities are currently attempting to scrape together a day-to-day existence or are dead, further research may never occur.

### UNCLE LEO

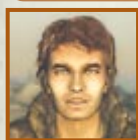


**Faction:** Super Mutant

**Location:** Random

» **Mini-Encounter 0.61:** The Super Mutant Philosopher  
Uncle Leo is a strange mutation: a Super Mutant pacifist, who is embracing a spirit of giving and grace. He recalls his adventures to anyone who will listen, gladly gives gifts to those in need, and reveals many facts about the genesis of Super Mutants (that they are not "born" but "created" for example). The Wasteland is a safer place with this hulking beast watching with wonder at the waning moon.

### VANCE

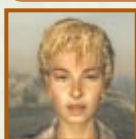


**Faction:** The Family

**Location:** 5.05: Meresti Trainyard (LAT -01/LONG 07)

» **Miscellaneous Quest:** Blood Ties  
» **Freeform Quest:** I Want to Drink Your Blood  
Vance is 41, and the leader of the Family. When he was younger, he decided that life in Rivet City wasn't for him and began to wander the Wasteland. Soon, the ability to find others of his kind manifested itself. Over time, he gathered these outcasts and founded their home in Meresti. Using his traits as a basis and wanting to establish some sort of society, he molded the residents into "vampires" and taught them their bloodsucking ways. He is a fair leader, not tyrannical. He's never demanded anyone do anything they didn't wish to do, and he never wishes to put anyone in harm's way. He sees himself as a leader, but more in the way of a guide or a priest than a king. He addresses the residents of Meresti often so they will never "stray from their true nature"—that of the vampire. Vance is not violent and only attacks or orders attacks when survival demands it.

### VERA WEATHERLY



**Faction:** Wastelander

**Location:** 9.15: Rivet City (LAT 18/LONG -17)

» **Freeform Quest:** The Life of Bryan  
Vera Weatherly, 27, is young, attractive, ambitious, and very proud of all she's achieved. She opened the hotel on her own—she even helped construct it—and decided on the name after reading about the real location in a book. She is quiet and demure on the outside, but with an inner determination that cannot be shaken. Vera likes Seagrave, but only as a friend. She prefers the company of Mister Buckingham, her Mr. Handy robot, to that of her suitors. She is the cousin of Bryan Wilks.

### VICTORIA WATTS

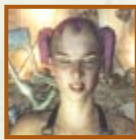


**Faction:** Slave

**Location:** 9.15: Rivet City (LAT 18/LONG -17)

» **Miscellaneous Quest:** The Replicated Man  
This mysterious woman is allied with a clandestine group of ex-slaves, Abolitionists working together to form a new type of Underground Railroad. She is forceful and bright, and she doesn't suffer fools gladly.

### VIKIA



**Faction:** Pitt Raider

**Location:** TP.5: Pitt Uptown (LAT 13/LONG 04)

Those calling Vikia a "b\*\$\$" are met with a nodding approval from the woman herself; she is cold and calculating and a deft sniper, wildly aloof and condescending to all others. Call her worse than a "b\*\$\$" and you'll find out just how deft a sniper she actually is.

### WADSWORTH



**Faction:** Robot

**Location:** 8.03: Megaton (LAT -01/LONG -06)

» **Freeform Quest:** House Decoration in My Megaton House  
When the resident of Megaton looks to RobCo Industries to furnish them with the finest in mechanized butlers, one admirable choice is the Wadsworth model. With the latest in hair-cutting and "humor array" technologies (sample quip: "War does not determine who

is right; only who is left"), and the ability to keep a home looking shipshape and almost presentable, your plastic pal is fun to be with.

### WALLY MACK



**Faction:** Vault Dweller

**Location:** 8.01: Vault 101 (LAT -04/LONG -04)

» **Main Quests:** Growing Up Fast, Future Imperfect  
» **Miscellaneous Quest:** Trouble on the Homefront  
Wally is the brains of the Tunnel Snakes. He doesn't talk as much as the others, but they listen to what he has to say when he does say something.

### WALTER



**Faction:** Wastelander

**Location:** 8.03: Megaton (LAT -01/LONG -06)

» **Freeform Quests:** Treatment, Scavenging for Scrap  
Walter spends his days minding the machines and fixing drainage devices that break. He's increasingly worried about the state of the water and drainage structure, and knows it won't hold much longer—and neither will he. At 61, he's one of the oldest residents.

### WAR CORRESPONDENT

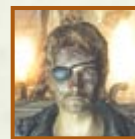


**Faction:** U.S. Army

**Location:** OA.4: U.S. Army Field Headquarters (LAT 09/LONG 14)

» **Main Quest:** Operation: Anchorage! (OA)  
Recently, the premiere daily periodical of Washington, D.C., the *Capitol Post*, dispatched a journalist to the front lines for a piece on the brave soldiers and their fight against Communism. Appearing inside the confines of the Field Headquarters, the Correspondent talks with troops and places them in a pose so heroic, he's certain that one day someone might carve a memorial from the photograph.

### WERNHER



**Faction:** Slave

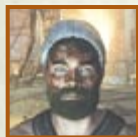
**Location:** TP1: Radio Tower (LAT -13/LONG 30)

» **Main Quests:** Into the Pitt, Free Labor (TP)  
Once one of the smarter raiders in The Pitt, Wernher was condemned to slavery after trying to stage a coup to overthrow Ashur. He used his knowledge of electronics to



deactivate his collar and escape. He harbors a grudge against the city and against Ashur in particular. He has no particular love for the slaves, and he sees a plan to kidnap Ashur's baby as a way to get back at The Pitt's ruler and the city in general.

## WILD BILL (DECEASED)



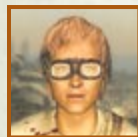
**Faction:** Pitt Slave

**Location:** TP.4: Pitt Steel-yard (LAT 09/LONG 04)

» Freeform Quest: Wild Bill's Last Stand (TP)

A Pitt Slave who has impressive skill with a .32 Pistol, Bill volunteered for the job of Steel Ingot collector after the previous Pitt Slaves failed to return. He knew the odds of returning weren't favorable but couldn't see his friends die when he, at least, had a fighting chance.

## WILLIAM BRANDICE (DECEASED)



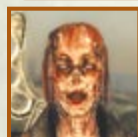
**Faction:** Wastelander

**Location:** U16.A: Marigold Station

» Miscellaneous Quest: Those!

Originally from Navarro (a west coast military base), Brandice journeyed across the continent for reasons unknown, and settled in the town of Grayditch as a doctor. Believing the Enclave was closing in on him, Brandice took to the underground, but wasn't ready for quite so many Fire Ants. A one-time friend of Fred Wilks, Brandice is said to have a small weapons cache saved from his transcontinental trek.

## WILLOW

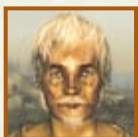


**Faction:** Ghoul

**Location:** 17.07A: Museum of History Entrance

A nonchalant but friendly young Ghoul, Willow is sarcastic, but happy to speak with you. She serves as a forward observer for the Ghouls living in the depths of the Museum of History. She isn't bothered by the Super Mutants (because they don't tend to attack Ghouls), but she's got some particular vehemence for the Brotherhood and Talon Company humans.

## WILLY



**Faction:** Wastelander

**Location:** 7.14: Tenpenny Tower (LAT -16/LONG -17)

» Mini-Encounter 0.10: Dying of Thirst

Driven half-mad by lack of sustenance, and half-blind with hatred over his treatment by the snooty inhabitants of Tenpenny Tower, Willy still remains close to the structure, in the vain hope that a water caravan or kindly stranger will cross his path.

## WINGER GERVAIS



**Faction:** Sudden Death Overtime Gang

**Location:** 8.10: Nuka-Cola Plant (LAT -01/LONG -19)

» Freeform Quest: Just for the Taste of It

Gervais is a member of the Sudden Death Overtime Gang, obsessed with an ancient ice sport that Goalie Ledoux's ancestors played.

## WINGER MERCIER (DECEASED)



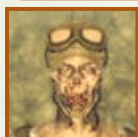
**Faction:** Sudden Death Overtime Gang

**Location:** 8.10: Nuka-Cola Plant (LAT -01/LONG -19)

» Freeform Quest: Just for the Taste of It

Mercier is a member of the Sudden Death Overtime Gang, obsessed with an ancient ice sport that Goalie Ledoux's ancestors played. Winger Mercier was sent to procure a secret formula for a new type of Nuka-Cola while Ledoux made contact with the buyer. Mercier's been gone an awfully long time...

## WINT



**Faction:** Ghoul

**Location:** BS 3.02.2: Olney Underground

» Main Quest: Shock Value (BS)

Wint was part of a group of likeminded Ghouls who decided to forge ahead into unexplored territories under the leadership of Sanders, and set up a new Ghoul Settlement to rival Underworld. One of only two remaining survivors, Wint isn't staying around to watch any more of his friends die. He considers the whole plan an absolute disaster, and would have throttled Sanders himself if the Deathclaws hadn't got to him first.

## WINTHROP



**Faction:** Ghoul

**Location:** 17.07B: Museum of History: Underworld

» Miscellaneous Quest: The Replicated Man

» Freeform Quest: This Old House

Winthrop is Underworld's technician. He checks on the electricity, makes sure any plumbing is in working order, and generally takes care of things. He restored and reprogrammed the robot Cerberus, and is responsible for his maintenance. Winthrop sleeps for a few hours in his little workshop off the Concourse, and is occasionally joined by his girlfriend Greta.

## WOODROSE



**Faction:** Tribal

**Location:** PL 3.13: The Ark & Dove Cathedral (LAT 12/LONG 03/04)

A timid and thoughtful girl, Woodrose recently blossomed when she joined her new cult, the Tribals. Tending to a variety of hydroponic Punga Plants, she's cultivating new and more delicious strains, in accordance with Jackson's wishes.

## YMIR



**Faction:** Slaver

**Location:** 2.08: Paradise Falls (LAT -09/LONG 16)

Ymir and his son Jotun are Paradise Falls's pair of knuckleheads. Jotun has difficulty forming basic sentences, while his father is a jovial madman, armed with a horrific-looking Super Sledge, like his son's. Ymir isn't fond of Frank the bartender and makes this abundantly clear by bludgeoning Frank to death. He loves drinking, fighting, and drinking some more, rounding a day off with a spot of fighting.



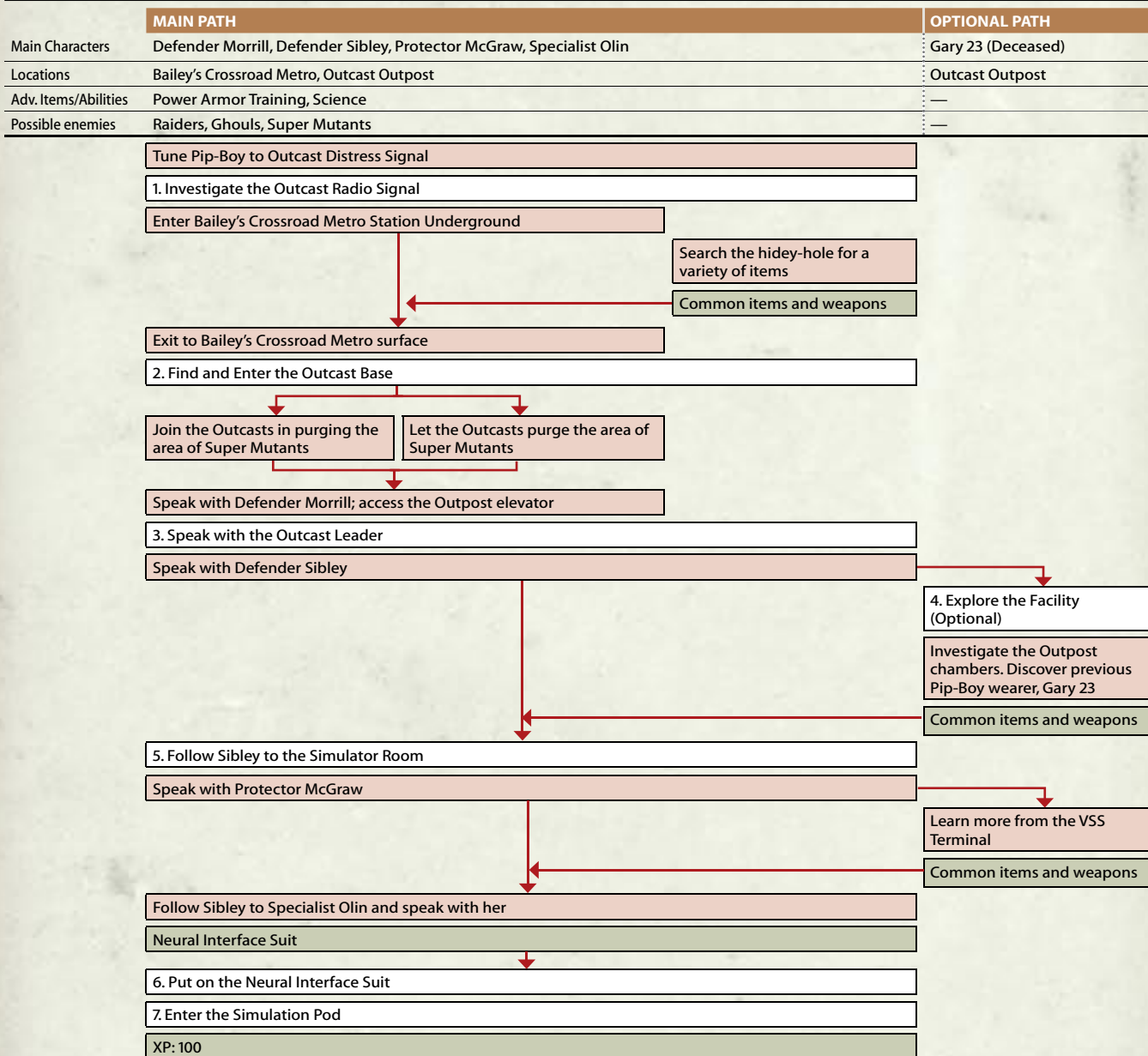
## Chapter 2

# OPERATION: ANCHORAGE



## Aiding the Outcasts

### QUEST FLOWCHART



Color code:

Objective

Action

Rewards



**Tip**  
Ideally, you should attempt this quest early in your Wasteland experience, because it allows you to train in Power Armor without having to access this Perk inside the Brotherhood of Steel's Citadel during the main quest.





## INCOMING COMMUNICATIONS



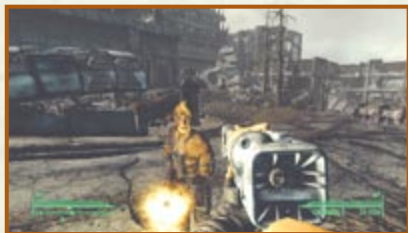
### Outcast Radio Signal

An urgent radio message has been transmitted, and your Pip-Boy has picked up the signal. Access the Data>Radio menu inside your Pip-Boy, and select "Outcast Distress Signal." Listen to a rather frantic Defender Morrill informing anyone on this frequency that backup is needed at Bailey's Crossroads.

#### NEW OBJECTIVE

"Investigate the Outcast Radio Signal" begins.

Head southeast toward the Red Racer Tricycle Factory [LAT 02/LONG -15]. Clear any Raiders patrolling the factory's southeast, then locate the remains of the Metro entrance. The door to Bailey's Crossroads Metro is on the wall to the east.



## DANK, DAMP, DARK, AND DEADLY

Enter Bailey's Crossroads Metro, an unexplored underground area that leads to Defender Morrill's last known position. Head along the narrow corridor and into the wider mezzanine entrance. The exit to the surface is blocked, so move past the Nuka-Cola machine and onto the mezzanine's upper level, where you'll encounter a couple of Feral Ghouls.

Take the escalator down to the lower level. There are two areas of interest here, both featuring luminous fungi. The first area features a skeleton in a cage; in fact, the whole area has signs of Super Mutant activity. Nearby are two Cartons of Cigarettes, a Frag Grenade, a footlocker, and a latrine with a Sawed-Off Shotgun (and ammo) and Jet nestled inside it. There's makeshift bedding here too; you've slept in worse places.



The alcoholic forager's hidey-hole features many mod cons, including a television and a particularly dumb waiter.

The second area, accessed over the remains of a railway carriage, holds the remains of a small camp where an apparently alcoholic forager was holed up. There's a Super Mutant dummy holding up a plank with Buffout. Behind the sandbags is an Ammo Box and a First Aid Box. Head back up to the mezzanine, and go east through the entrance to the opposite station exit. Surface from the underground onto streets of Bailey's Crossroads.



**Sawed-Off Shotgun (and Ammo)**



**Jet**



**First Aid Box**



**Ammunition Box**

## SLAUGHTER AT SECTOR 7B

Emerge into Bailey's Crossroads and rendezvous with Defender Morrill, who's in the thick of it with his two squad mates and can't give a thorough briefing at the moment. You're tasked with removing Super Mutants from this courtyard. Using your favorite weapon, make short work of the Muties, and follow the Outcasts up the rubble pile to a doorway.

Or, if you're short on conscience, you can simply mow down everyone; the Outcasts have a few good Miniguns you might wish to cannibalize.

Or, if you're short on both ammunition and conscience, you can hang back and let most of the Brotherhood Outcast members receive damage from the Super Mutants before you go in and mop up.

#### NEW OBJECTIVE

"Find and enter the Outcast base" begins.

Atop the rubble pile are the remains of an office building. Push through with the Outcasts and slay (or watch the Outcasts slay) a Centaur and a couple Super Mutants at the room's opposite end. Search their corpses, then head downstairs, into an "open-plan" office. Use the available cover and bring down the concentration of the Super Mutants to the south (you can let the Outcasts go ahead, but they suffer casualties if you don't back them up).



Defender Morrill utilizes cover while he reloads. This is the last stand for his crew, if you're feeling unhelpful.

The firefight continues, as you have at least four Super Mutants defending the office ruins to the south. These are toughened foes with heavier weapons—locate cover before you attack them. Close-assault weaponry is discouraged, because a couple Muties are on the floor above; the stairwell to reach there is broken, so it is inaccessible. Once the Muties are dispatched, rifle through the desks and filing cabinets for ammo. There's also Sexy Sleepwear to try on and a First Aid Box on one section of wall wreckage.



**Tip**

Remember to scavenge the Super Mutant items, as well as Outcast Armor, Helmets, and other items if you don't feel the need to help every Brotherhood Outcast.



**Sexy Sleepwear**



**First Aid Box**

## A MORRILL IMPERATIVE

Emerge from the office block and locate the exit sign that leads down some stairs to a blown-out exit. Continue south, out to the perimeter of the Outcast Outpost. Pass the Mark V Turret, and move down the ramp.



Defender Morrill is usually waiting for you at the ramp's base. He will ask what you're doing here and will then notice the glowing device on your wrist. He seems intrigued by this piece of technology and reckons Protector McGraw might want a look-see. You're then allowed access to the steel girders holding up a freight elevator.



If you've already acquired the **Power Armor Training Perk** and if you've met Brotherhood Outcasts on your travels, obtained their Power Armor, and are now wearing it, Morrill treats you like a brother and wants to know where your squad members are.

If you're wearing only Outcast Armor or an Outcast Helmet (not both), or if you exhibit some unpleasant banter when Morrill asks your intentions, the situation can turn violent. This obviously also occurs if you're here to massacre everything.

Whether Morrill becomes hostile or not, enter the elevator (you may have to kill the Outcast member if Morrill turns violent), then flick the switch inside the elevator and ride it down into the earth.

### NEW OBJECTIVE

"Speak with the Outcast Leader" begins.

Step from the freight elevator and enter the Outcast Outpost, housed in the VSS Building (Washington offices of the Virtual Strategic Solutions Company, Incorporated). This building houses some interesting armaments, as the company worked closely with the U.S. Army. You're greeted by Defender Sibley. He orders you to follow him and begins a journey from the Outpost gate to Protector McGraw's location. You can try any of the following dialog options:

- » Agree and follow along behind him, all the way to McGraw's chamber.
- » Agree and then spend some time exploring the Outpost; as long as you keep your weapons away from Outcast faces, you aren't deemed a problem.
- » Disagree, and murder everyone. If you have the armaments and ammunition for a tough battle, you'll have to tackle Sibley and about six other Outcasts, including McGraw. Once they are slain, you receive a new objective.

### NEW OBJECTIVE [OPTIONAL]

"Explore the Facility" begins.

Assuming you've heard Sibley and that McGraw is waiting for you, quickly rummage around the facility. Step into the first chamber, which has an upper balcony and two Mark V Turrets. To the north is a rubble-filled dead-end room with some skeletons. The only way onward is to the west. Step into the yellow corridor, and check the stairs to your left (south). They lead up to the balcony with the turrets and a small barracks with a bed to sleep in, Buffout, food, a Power Fist, a Gun Cabinet, Whiskey, and Purified Water. Take a break if you wish, then head down to the T-junction.

To the junction's left is a firmly sealed door, complete with a wall terminal that doesn't allow any access. Ahead is the main generator room (complete with a map of the facility, showing where power is currently off and on), which also houses a Tool Cabinet, a First Aid Box, some Mentats, and a couple Sledgehammers. Turn right (north), and investigate the medical bay to the left (northwest), which is locked. In addition to the First Aid Boxes, Med-X, and other scattered objects, it seems the Outcasts have managed to corral a Gary back from Vault 108 [LAT 18/ LONG 06]! Too bad he wasn't a model patient; he looks like he's been recently bludgeoned to death, and his Pip-Boy arm has been sawed off.



**Power Fist (and Gun Cabinet weapons)**



**Chems**



**First Aid Box**

## QUICK-CHORE MCGRAW

For now, ignore the room with the large Simulation Pod to the north and head east, into McGraw's chamber. Inside are several items you can take without fear: Chems, a Gun Cabinet, Vodka, a Combat Knife, a Laser Pistol, and several Lead Pipes. When you're ready, step between Defender Sibley and Protector McGraw, and speak to the Outpost's leader. It is advisable to remain witty rather than skittishly violent.

Assuming you remain pleasant, McGraw has a prospective job for you: The Outcasts are unable to interface with a computer program that will allow access to some high-value tech stored behind a blast door they've been unable to open. If you agree, you can easily interface your Pip-Boy with the program; you're then told to report to Specialist Olin.

If you're unwilling to listen to the Outcasts and attempt to murder them all, do so and then enter Olin's pod chamber.



**Chems**



**Melee Weapons**



**Laser Pistol**

### NEW OBJECTIVE

"Follow Sibley to the Simulator Room" begins.



Once hacked (using **Science**), Protector McGraw's VSS Terminal provides some pertinent information for you to peruse. You can't access the Program Updates.

Olin's simulator room is north of McGraw's room, and Sibley leads you there, ordering you to put on a Neural Interface Suit. Although abrupt, she also tells you more about the simulation and what you're doing here. When you've heard enough, select the Neural Interface Suit from your Apparel menu. Then head to the side of the Simulation Pod and access it. You automatically clamber in and are sealed inside. After a flash of blue lights, you're transported into the simulation.

If everyone's dead, locate Olin's body, procure the Neural Interface Suit, put it on, and enter the Simulation Pod without Outcast help.



### NEW OBJECTIVE

"Put on the Neural Interface Suit" begins.

### NEW OBJECTIVE

"Enter the Simulation Pod" begins.



**100 XP**

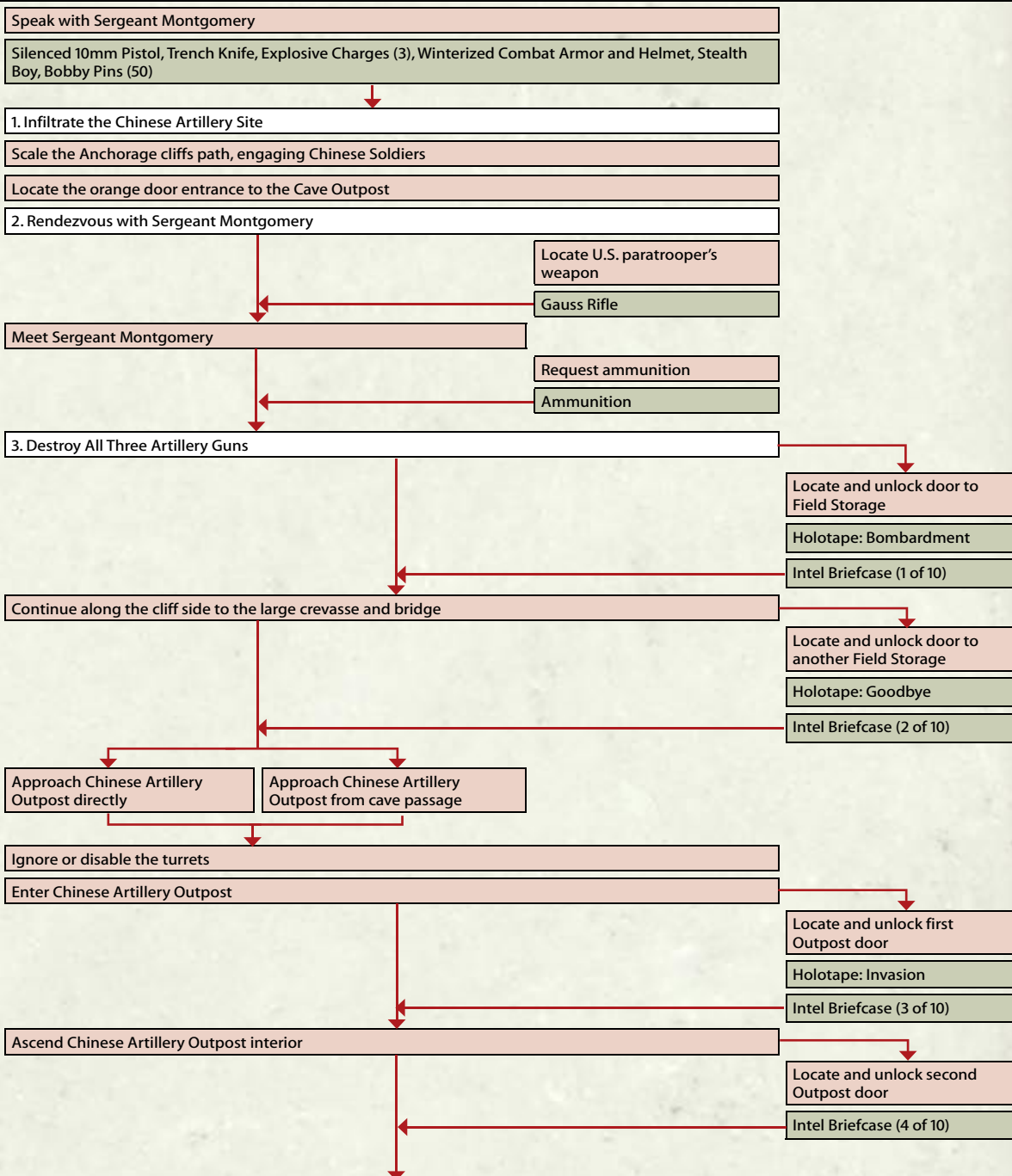




# The Guns of Anchorage

## QUEST FLOWCHART

	MAIN PATH	COVERT OPERATIONS: OPTIONAL PATH
Main Characters	Sergeant Benjamin Montgomery, General Constantine Chase	Sergeant Benjamin Montgomery
Locations	Anchorage Cliffs, Cave Outpost, Cave Passage, Chinese Artillery Outpost, Artillery Overlook	
Adv. Items/Abilities	Melee Weapons, Science, Small Guns, Sneak	
Possible enemies	Chinese Soldier, Chinese Sniper, Chinese Inferno Unit, Crimson Dragoon	



Color code:

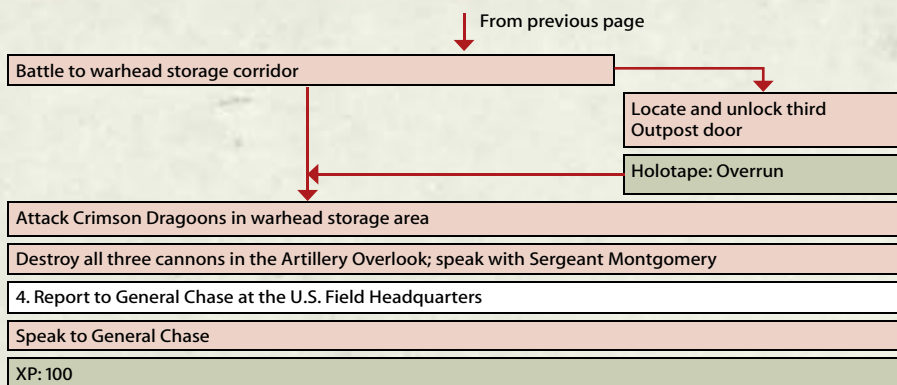
Objective

Action

Rewards

Continued on next page





## MEETING MONTY

Once you're awake and on your feet, Sergeant Benjamin "Benji" Montgomery greets you, and your simulated inventory updates. Benji says that he's glad you arrived (although it looks like you're the only paratrooper who did). He has some reconnaissance work to do and agrees to join you later, when you head up the cliffs.



**Silenced 10mm Pistol**



**Trench Knife**



**Explosive Charges (3)**



**10mm Rounds (60)**



**Winterized Combat Armor**



**Winterized Combat Helmet**



**Stealth Boy**



**Bobby Pins (50)**

### NEW OBJECTIVE

"Infiltrate the Chinese Artillery Site" begins.



A proficiency in the **Small Guns** skill is recommended if you wish to easily dispatch the Chinese Soldiers.



A proficiency in the **Energy Weapons** skill allows you to adeptly utilize the Gauss Rifle.



A proficiency in the **Sneak** skill, along with the Stealth Boy, enables you to take a much more subtle approach.



A proficiency in the **Melee Weapons** skill (perhaps with Sneak) allows you to easily stab foes in close-quarter combat.

## CLIFFSIDE CLIMB AGAINST THE COMMIES

While Benji skillfully scales the cliff face, you must head roughly north-east toward a concrete promontory, where your first Chinese Soldier awaits. You have three main choices, all of which are combat-related:



You can simply engage with **Small Guns**. Utilize the V.A.T.S. targeting system if you want.



You can swap your 10mm Pistol for a Trench Knife if you're highly skilled in **Melee Weapons**.



You can employ your **Sneak** skill, and optionally the Stealth Boy you've been given, and quietly head past the foe or slay him without making a sound.

Perform any and all of these actions throughout your cliffside excursion, based on your preferred skills. Just beyond the promontory, the rocky path continues to a section of rusty catwalk steps. Slay a second Chinese Soldier here. Then return to the promontory if you require a Health boost.



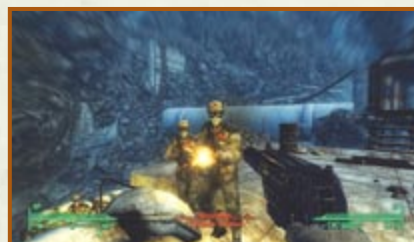
**Tip**

This is your first interaction with a Health Dispenser. Fortunately, it is simple to use — just activate it if you wish to return to full health.



**Note**

After each enemy falls to the ground, he digitally disintegrates and is removed from the simulation, along with any weapons and apparel he was carrying. For this reason, there is no point in searching bodies, as they blink out of existence. The same is true for items; you can grab only those that are pulsing red.



Farther up the cliffside, the fighting is more precarious and the enemies more foolhardy and dangerous.

Expect another Chinese Soldier to waylay you as you climb the catwalk steps, which leads to a bridge spanning both sides of the cliff. The plummet is endless, and there's a soldier aiming at you from the opposite fortifications built out of the

cliffside. Race across the bridge for best results (if you aren't Sneaking and have attracted attention).



Or stand and aim from extreme range if your **Small Guns** prowess is legendary.

Climb another precarious catwalk, readying for further combat as you reach another lookout. This has some sandbag defenses and three godless Commies to sort out. After defeating the foes, turn and head into the rusting lookout room and slay another soldier. Now that you've



suppressed all the immediate threats, head back outside and locate the steps to the southeast. They lead down to a small sniping position with a Health Dispenser, Frag Mine, and a Sniper Rifle. Then return to the lookout room, where you can grab a Chinese Assault Rifle, refill your weapons at the Ammo Dispenser, and take two more Frag Mines and two Frag Grenades. You now have many more combat options for the fighting to come:

- » You can Sneak, lay Frag Mines, and then coax enemies onto them (or detonate them all with Grenades or gunfire).
- » You can lob Frag Grenades at foes, which is particularly handy if they are partially behind cover.
- » You can use the Sniper Rifle to methodically clear the path ahead, firing from extremely long range.
- » Or, you can run and gun, using the Chinese Assault Rifle to strafe foes at closer range and shrugging off any damage.



**Tip**  
Don't forget to Pickpocket your foes and drop in a Grenade too!



**Frag Mine (3)**



**Sniper Rifle**



**Chinese Assault Rifle**



**Frag Grenade (2)**

## PIPE CLEANING

Leave the lookout room and step onto the huge oil pipeline connecting both cliffsides. You're likely to have attracted the attention of two Chinese Soldiers; if you aim for their legs (especially in V.A.T.S.), you can cripple them and send them sliding into the bottomless drop! After you cleanse the immediate area of Commies, optionally head up the broken half of the bridge resting on the pipe. There's a Stealth Boy up on the crates above.



**Stealth Boy**

Return down to the pipe and cross to the opposite side, heading in a roughly southwest direction. By the hanging (and inaccessible) portion of the bridge, turn right (northwest), and head up the rocky ledge with an additional catwalk. Ahead is another giant pipe, but it is much too high to reach. You may have attracted the attention of a soldier atop this pipe; perform precise shots to drop him. Then spin around to face the southeast; this is where the trail continues.



The door to the Cave Outpost is teeming with Red Chinese. Fight your way through; your country depends on it!

You may meet another Chinese Soldier en route to another concrete promontory, which offers incredible views. Locate the catwalk steps leading up the rocky outcrop, and watch for incoming fire from the northwest. There are two more Chinese Soldiers guarding an orange door up here; you must drop both before attempting to enter the Cave Outpost beyond.

### NEW OBJECTIVE

"Rendezvous with Sergeant Montgomery" begins.

## EXPLORING THE PARATROOPER'S DEATH PERCH

Head through the connecting room and into a large cavern. As you head down the natural ramp, you spot a U.S. paratrooper being gunned down from the parachute caught in the skylight above. There's no chance to save him, but there's every chance to avenge his death! Bring your favored weapon to bear and rake both the foes' bodies until they crackle out of existence; then check the cavern. It seems your paratrooper brother's death wasn't in vain; he's dropped a new weapon—the Gauss Rifle. Utilize it immediately! While you're in this area, turn south to face an easily missed alcove. Inside is a Health Dispenser, two Frag Mines, two Frag Grenades, a Chinese Assault Rifle, and five Microfusion Cells to power your new Rifle.



**Gauss Rifle**



**Microfusion Cell (5)**



**Frag Mine (2)**



**Frag Grenade (2)**

Continue north to the opposite side of the open cavern and up the catwalk embedded in the rock. Ready yourself for a couple more threats in a subsequent cavern. Ignore the bottomless chasm to your left, and climb the rocky ramp to the exit tunnel on the eastern side. Follow the metal steps up to a rendezvous with Sergeant Montgomery, who's back from his reconnoiter of the artillery positions. Begin to chat with him.

You can agree to "blow the hell out of this place" and exit the Cave Outpost.

Or, you can choose "Hang on a second. Do you have any spare ammo?" For this, Montgomery gives you some, but don't expect anything other than sarcasm if you ask a second time. When you're ready, move east toward the door to Anchorage Cliffs.



**Ammunition**

### NEW OBJECTIVE

"Destroy all three Artillery Guns" begins.

## SWITCHBACK FOR THE SUITCASE



A lone Chinese trooper guards the first of a series of vital Intel pieces.

Upon exiting the Cave Outpost, you're back on the Anchorage Cliffs, but much farther up. Unfortunately, so are the Chinese; a fierce gun battle erupts with two foes below you. With Sergeant Montgomery providing cover fire, lay waste to these intruders, and then run down to the concrete promontories with the spotlights fixed



to them. Your way onward is to the north, but it is recommended you double back for a moment.

Face south and head down the catwalk to the connecting pipe that allows access to a tiny overlook station to the southeast. The pipe you're on is the one you gazed up at earlier. With your weapon brandished, trot across the pipe and immediately slaughter the guard stepping out of the overlook station. There's more than just a Ham Radio and Health Dispenser in here:



On the east wall, check the locked door to the Field Storage; this is easy to miss but also easy to unlock using **Lockpick**. Once through, you can enter a small communications room, with three items of interest:

1. Holotape: Bombardment—A recording of an American soldier during the Chinese Invasion
2. Chinese Terminal—A decrypted volume, full of interesting translations, including the Chinese's vulnerability to airborne drop tactics
3. Intel (under the desk)—Well done, soldier! You've found the first of 10 pieces of intelligence!



**Holotape: Bombardment**



**Intel Briefcase (1 of 10)**

#### FREEFORM QUEST

#### Covert Operations



### Note

This begins the Freeform Quest known as **Covert Operations**. You have ten separate Intel Briefcases to locate between now and the end of this simulation. Complete this task, and you're awarded the **Covert Ops** perk.

Retrace your steps and then head north, up some catwalk steps to another fracas with a Chinese fighter. Cross a small bridge and take cover as the cliffside opens up to reveal a large crevasse with a bridge spanning it. On the bridge's other side are several concrete promontories hewn out of the rock; enemies are dug in here. Tag the foe on the near side of the bridge, then use your scope to bring down the one on the bridge's opposite side. Next, cross the bridge but keep your guns trained to the left (south), as there's a couple more enemies lurking in the corridor buildings on this side. Before you explore the area where the troops are firing from, check the Field Storage door.



Unlock the door with **Lockpick** and enter the small chamber, finding the second of your ten Intel cases in here, along with a sorrowful Holotape of an American soldier's last good-bye to his loved one.



**Holotape: Goodbye**



**Intel Briefcase (2 of 10)**

#### FREEFORM QUEST

#### Covert Operations

Enter the corridor structure that winds west and south; follow it until you reach the junction with the Ammo Dispenser. Fill your inventory with Microfusion Cells, Frag Grenades, and a Mine, then head north; around the corner, go west. Ahead, the rusting corridor opens up to a catwalk bridge leading to the heavily defended front of the Chinese Artillery Outpost. You can try a direct approach, rushing the front doors or sneaking in using a Stealth Boy (although Benji can be a hindrance here). A better plan is to turn west before the corridor ends, locate the door to the Cave Passage, and head inside.



**Microfusion Cell (7)**



**Frag Grenade (2)**



**Frag Mine**

## ATTACK FROM ABOVE

The Cave Passage is a small, single cavern with a catwalk embedded in the far wall. Head up the catwalk to the passage and exit door, which leads to a great vantage point overlooking the Artillery Base and two bunkers. The first bunker is near the entrance, and the other is atop it. Montgomery wastes little time engaging the enemy, and you can too; your upper viewpoint gives you excellent line of sight with your Gauss and Sniper Rifles. Try and cut down the troops hiding behind the window slits of both bunkers.

Another recommended tactic is to leave the sergeant blasting away and dash for the side of the building. Race up the stairs and head inside the upper concrete bunker, slaying the two Chinese Soldiers stationed here before they can return fire. There's a Health Dispenser here if you need it. The other bunker is a little more problematic; there are two Mark I Turrets to tackle, as well as a Chinese Inferno Unit—a soldier carrying a Flamer. Blast the turrets through the window slits or head to the bunker's rear, rolling in a Frag Grenade to deal with the Inferno Unit; then set upon the turrets:



You can deactivate the turrets at the wall terminal with **Science**.

- » Or, you can ignore the turrets entirely, as there's no reason to enter this bunker.
- » Or, you can remain at the doorway, blasting the turrets with your favored weapons until they explode.

Whatever your plan, eventually you should head west and open the Artillery Outlook double doors.

## ARTILLERY OUTLOOK: GRIM FOR THE COMMUNISTS

Enter the Outpost, pass the 10,000 feet elevation sign, and listen for the faint rumblings of the artillery shells being launched on Anchorage. Head north, into an unloading dock, and make quick work of the waiting foes. Use the barrels, supply containers, and mechanical computers as cover, dropping foes coming down the shallow ramp to the east. Watch for foes atop the gantry to the north. Climb the gantry steps, tackle more Chinese troops at the catwalk one floor up, then enter the metal corridor structure. There are more enemies to dispatch and a Chinese Assault Rifle to grab (behind the overturned table).

Stay on this top-floor corridor, optionally peering out to the metal balcony overlooking the shallow ramp (a great place to drop





Grenades from if enemies are still bothering you). Then head east, following the corridor around and past a locked door (return to this when the area is completely secure). You come to a small upper storage corner with a long corridor stretching north. Continue there after you head down the stairs, doubling back to the shallow ramp and cleansing the area of Commies. Then stop and retool at the Ammo Dispenser, grabbing the two Missiles, Frag Grenades, Microfusion Cells, and a Sniper Rifle. Heal at the Health Dispenser, then head up the stairs.



Return to the door you passed and unlock it with **Lockpick**. Search the tiny storage room for another Intel case; a shocking Holotape revealing the barbaric nature of the invasion; and a Stealth Boy, if you're determined to use Sneaking over savagery.



**Sniper Rifle**



**Microfusion Cell (4)**



**Frag Grenade (2)**



**Frag Mine**



**Missile (2)**



**Holotape: Invasion**



**Stealth Boy**



**Intel Briefcase (3 of 10)**

#### FREEFORM QUEST

**Covert Operations**

## ROAMING IN THE GLOAMING

With all items secured, you can return upstairs and follow the long corridor ledge on your right (east); it reveals a vast underground cavern with an open roof. There's little time to admire the view through the gloomy light, as a trio of Chinese Soldiers are active at this ledge's north end. Watch for ambushes from behind the stacked container crates as you round the corner and come upon a connecting landing.

Replenish your weaponry at the Ammo Dispenser, and snag the two Missiles, two Frag Grenades, four Microfusion Cells, and a Frag Mine on the table. Then locate the locked door in the northwest corner. Open it:



Use your **Science** skill to try hacking in via the wall terminal.



Or use **Lockpick** to jimmy the lock open with your Bobby Pins.

Inside is a tiny storeroom with a computer terminal on a table next to two Frag Grenades. You can take the Intel Case next to the terminal too. Ignore the books to the right; although one looks suspiciously like a Pre-War book, you can't take it.



**Microfusion Cell (4)**



**Frag Grenade (4)**



**Frag Mine**



**Missile (2)**



**Intel Briefcase (4 of 10)**

#### FREEFORM QUEST

**Covert Operations**



**Tip**

You can temporarily stop your search for Briefcases; no more appear until the third part of this quest.

Climb the steps and head east, onto another lengthy ledge with an open chasm to your right. Since you have plenty of Grenades, lob a couple down this ledge with spectacular results! Expect at least three Chinese Soldiers at this location and another four or so when you round the left (north) corner and head into the warhead storage corridor. Use the warhead crates as cover, and peek out to dispatch any foes you find in the area.

Next, move to the end of this floor, which has two staircases on either side of a square-shaped hole in the ground. It might be wise to avoid that! Beware of a few additional adversaries behind the crates, under the balcony. When the area is cleared, you can check one corner under the stairs for a Health Dispenser. Then climb either staircase, turn left (west), and enter the corridor.



Immediately look to the right (north); there's a door requiring your **Lockpick** skill.

Inside is a small chamber with a Holotape. There's no Intel Briefcase here. Continue along the corridor, up the steps to the corner where you may encounter resistance, and then up the stairs to a connecting room with an Ammo Dispenser, Health Dispenser, and the items listed below. Finally, follow the corridor up to the main warhead storage area.



**Holotape: Overrun**



**Microfusion Cell (3)**



**Frag Grenade**



**Frag Mine (2)**



**Missile (2)**

## SEEING RED: THE DRAGON BATTLES

Step out into the warhead storage area, and immediately head for the base of the stairwells. You're above the room with the square-shaped chasm. Slowly perform a sweep of the area around the base of the staircase, and look closely at your surroundings; a Crimson Dragoon suddenly leaps to action, charges you with a damaging blade attack, and then vanishes! These shock troops are deadly, and the most proficient way to tackle them is to try the following:



- » Enter V.A.T.S. mode.
- » Any Crimson Dragoon you've spotted will appear, but you won't be able to target it.
- » Exit V.A.T.S., and manually target your weapon at them, peppering them with gunfire (or blade swipes) until the Dragoon decloaks.
- » The Dragons move incredibly quickly, making manual aiming a real art. If you're less proficient at real-time combat, enter V.A.T.S. mode, and the Dragoon (providing he's still decloaked) is now available to strike.



Cloaked, vicious, and incredibly fast, Crimson Dragons are the real red menace!

Continue this plan of attack until you nullify all four Crimson Dragons lurking in the area. Then take either set of stairs to the east; both lead to a winding catwalk, which you can flee to if the Dragons are bettering you. Head north along the catwalk to the upper exit doorway, optionally pausing at the exit hatch door to procure health and ammo from the Dispensers, as well as the following items. Then step out to the Artillery Overlook exterior; you're on the Anchorage side this time!



**Microfusion Cell (3)**



**Frag Grenade (5)**



**Frag Mine**



**Missile (2)**

## ANCHORING DOWN ANCHORAGE: ARTILLERY NULLIFICATION

You exit to bright sunlight, but events are taking a troublesome turn as artillery cannons are bombarding the Alaskan city into rubble. This must be stopped at once, so choose the right pathway, to the north, and jog down the suspended catwalk steps to the first artillery cannon. Make short work of the soldier here, then use the cannon's base as cover, as there are two more soldiers inside the circular bunker ahead of you. Rush the bunker's right side, then either lob a grenade in through the doorway or windows, or step in and fire. Head outside, watching for possible fire from a Dragoon sniper nestled on the promontory above. There's an Ammo and Health Dispenser, as well as the items listed below.

Alternatively, you can Sneak down the catwalk to the side of the cannon, plant the explosives, and return the way you came without anyone noticing (if you utilized a Stealth Boy).

Another exit path is to move to the overlook area between the catwalk you came from and the cannon structure. Peer across, and you'll see a sandbag defense on lower ground, across a crevasse. It's actually possible to hug the cliff wall just below the catwalk and step across to this lower section—another escape route.

Aside from backtracking, another path to attempt is a set of metal steps set in the rocks to the southeast. Beware of attackers from above as you ascend up to the second artillery cannon.



**Microfusion Cell (4)**



**Frag Grenade (2)**



**Tip**  
The explosives you must clamp to the controllers at the base of each cannon are automatically retrieved from your inventory. Montgomery gave them to you when you first met, and these items cannot be dropped.

There's a lower ledge you can navigate that leads to several alterations with Chinese Soldiers and Dragoon and Inferno Units. When you first reach this area, turn left and dispatch a Dragoon sniper at the ledge's north end; then collect the items listed below from the Ammo and Health Dispensers. There's a second Health Dispenser along the ledge, under the metal step platform, which is part of the exit pathway that leads up to the third artillery cannon. Expect resistance as you reach the top of this path. This is a good possible secondary route to take.



**Microfusion Cell (6)**



**Frag Grenade (2)**

Assuming you've destroyed the lower artillery cannon and are taking the path up to the middle cannon, follow the path to the cannon's rear, watching for Chinese offense. Grab any items you wish (listed below) at the makeshift Health and Ammo Dispenser table before automatically clamping another set of explosives to the middle cannon's controller.



**Microfusion Cell (5)**



**Frag Grenade (3)**



**Frag Mine (2)**



**Missile (2)**

Next, try one of the following:

- » You can Sneak around the front of the cannon and snipe the enemies (approximately three soldiers, an Inferno Unit, and a Dragoon) guarding the final cannon.
- » Or, you can use the short pathway linking the two cannon locations, systematically defeating the two soldiers inside the bunker, then an encroaching Inferno Unit, and finally a Dragoon on the outer cliff sandbag defenses. Before you complete your objective and detonate the final cannon, inspect the Health Dispenser inside the bunker for more items. When the final cannon has been obliterated, and Anchorage is finally safe from bombardment, your objective is updated. The visage of Sergeant Montgomery and the cliffs fade away, and you're transported automatically into the Field Headquarters.



**Microfusion Cell (6)**



**Missile (2)**

### NEW OBJECTIVE

**"Report to General Chase at the U.S. Field Headquarters" begins.**

You appear inside a military tent as the simulation program updates. You're near Lieutenant Morgan, who recommends you speak with General Chase, the leader of the U.S. forces in this sector. Fortunately, he's standing nearby. Step on over, and he commends you on your cannon-busting abilities. You can interrupt and receive a dressing-down, or listen as the general informs you his troops are a little strung out from the last bombing run on this facility and from losing Strike Team Commander Patterson. Chase needs a person of your caliber to replace Patterson, and he's got some Chinese installations that need retaking. He beckons you over to the battlefield map table.



**100 XP**



# Paving the Way

## QUEST FLOWCHART

	MAIN PATH 1	MAIN PATH 2	OPTIONAL: COVERT OPERATIONS	OPTIONAL PATHS
Main Characters	General Constantine Chase, Lieutenant Morgan, Sergeant Benjamin Montgomery, Quartermaster		—	Doctor Adrienn Adami
Locations	U.S. Army Field Headquarters, Chinese Forward Camp Delta, Chimera Armor Depot	U.S. Army Field Headquarters, Abandoned Mining Town, Listening Post	Chinese Forward Camp Delta, Chimera Armor Depot, Abandoned Mining Town, Listening Post	U.S. Army Field Headquarters, Chinese Forward Camp Delta
Adv. Items/Abilities			—	
Possible enemies	Chinese Soldier, Guard Dog, Chinese Launcher, Chinese Inferno Unit, Chinese Sniper, Crimson Dragoon, Spider Drone, Chimera Tank	Chinese Soldier, Chinese Launcher, Chinese Inferno Unit, Chinese Sniper, Crimson Dragoon	—	—

1. Listen to General Chase's Briefing

2. Speak with Lieutenant Morgan

Search Command Tent

Holotape: I'm Okay

Choose weapons package

Choose OR ignore Allied Units

3. Speak to Sergeant Montgomery to Command Your Strike Team (Optional)

Visit Quartermaster for weapons package

Search U.S. Army Field Headquarters

Holotape: Psycho Ammunition

Investigate battlefield trenches (not recommended)

4. Destroy Two Fuel Tanks at the Chimera Depot

Complete Objective 5 first

Head to Chinese Forward Camp Delta

Neutral Karma: Watch Chinese Soldiers' execution

Negative Karma: Stop Chinese Soldiers' execution

Warning! All U.S. forces now hostile!

Meet up with Strike Team; secure Chinese Forward Camp Delta

Search Camp Delta Tent

Intel Briefcase (5 of 10)

Head to Chimera Armor Depot

Place explosive charge on both fuel tanks

Search Armor Depot metal building

Intel Briefcase (6 of 10)

Return to U.S. Army Field Headquarters Command Tent

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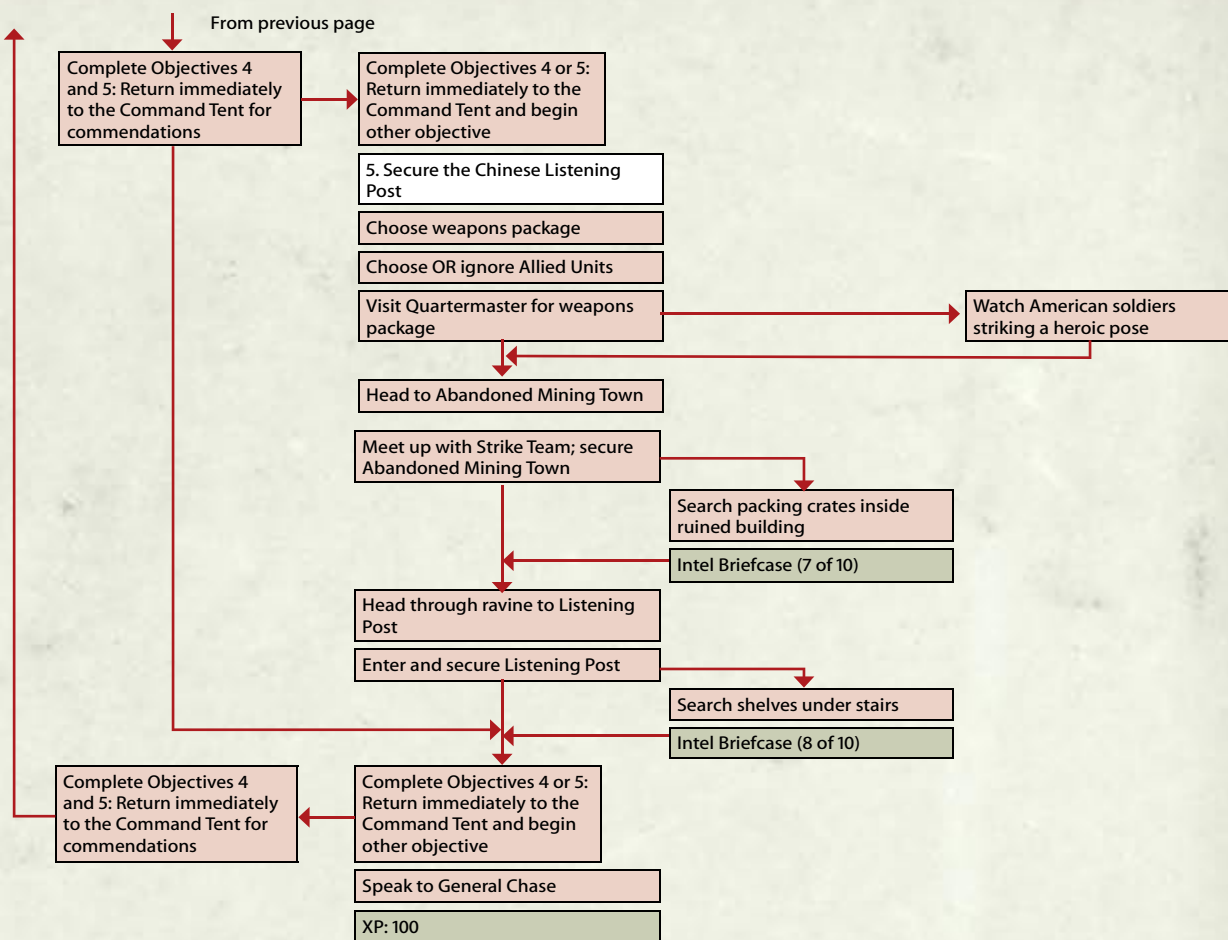
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Objective

Action

Rewards





## GIVING CHASE

### NEW OBJECTIVE

"Listen to General Chase's briefing" begins.



Chase surveys the choke points from his computerized vantage point, well away from the blood and screaming.

Listen as General Chase points out several fortifications that you and your Strike Team must overrun. The general breaks these down into three separate fights: The first is an attack on Chinese Forward Camp Delta and the Armor Depot

where the Chinese are testing out their impressive Chimera battle tanks. However, if the depot's fuel tanks are destroyed, those tanks won't be trundling anywhere. The second attack is attempted during the investigation of an Abandoned Mining Town, through which you must travel to a Listening Post. You must clear the Listening Post of Red Chinese. The third encounter, the final push of Operation: Anchorage, begins after you complete the first two missions.

### NEW OBJECTIVE

"Speak with Lieutenant Morgan" begins.



### Caution

It is extremely important to clear both the Armor Depot and Listening Post.

If you don't clear Armor Depot, you encounter several Chimera Tanks when assaulting the Battlefield Trenches. The Chimera cannons are deadly, and you can easily be overwhelmed.

When assaulting the Battlefield Trenches without first clearing Listening Post, you are subject to air-bombing runs by the Chinese Military, which results in a quick and messy death.

Therefore, the only way onward is to complete General Chase's two tasks.

You are referred to Lieutenant Morgan, a more personable soldier and your intelligence officer, who is happy to provide extremely detailed verbal notes on each of the locations you're about to attack—should you ask. He can also give you reasons why each location must be tackled. More importantly, he hands you five Recruitment Markers, which you cash in for Strike Team troops, and two Explosive Charges, used to clamp to the fuel tanks in the Armor Depot. Before you follow Morgan's advice and access the Field Headquarter's computers, quickly check the room for some Chems and a Holotape ironically entitled "I'm Okay."



**Recruitment Markers (5)**



**Explosive Charges (2)**



**Chems**



**Holotape: I'm Okay**



## NEW OBJECTIVE

"Destroy two Fuel Tanks at the Chimera Depot" begins.

## NEW OBJECTIVE

"Secure the Chinese Listening Post" begins.

## NEW OBJECTIVE [OPTIONAL]

"Speak to Sergeant Montgomery to command your Strike Team" begins.

## STRIKE TEAM TACTICS: INSPECTING YOUR PACKAGE

Meet the Quartermaster to secure your chosen package. Turn on the charm for an additional unauthorized killing ordinance.



Access the Requisition Terminal first. This gives you a choice of four different sets of armaments for your forthcoming battles. Simply select the package you prefer, based on your skill set, and then exit the Field Headquarters. Locate the Quartermaster to instantly obtain the equipment (and additional ammunition if you ask for it). The following packages are available:

### FIRE TEAM PACKAGE



**Assault Rifle**



**Combat Knife**



**Frag Grenade (12)**



**Small Guns** is an excellent choice for a multitude of combat situations, as you have a large amount of ammunition for your Assault Rifle, several Frag Grenades for lobbing into bunkers and blowing up turrets, and a Combat Knife that ideally should be stowed.

### CLOSE ASSAULT PACKAGE



**Power Fist**



**10mm Pistol**



**Combat Shotgun**



**Frag Grenade (8)**



**Frag Mine (8)**



If you are skilled in **Unarmed** combat, the Power Fist is an invaluable tool, making this package the only real choice. The Combat Shotgun is also devastating at close range, which is excellent when you're working your way through trenches, attempting to Sneak, or facing foes at close quarters (which occurs frequently during this quest). Combine this with the Special Package for the most flexible set of weapons. Bring Strike Team members skilled in longer-range combat to offset your disadvantages here.

### SNIPER PACKAGE



**Sniper Rifle**



**10mm Pistol**



For those predominantly attempting **Sneak** attacks, this offers some excellent advantages, which are unfortunately countered by the lack of Sniper Rifle ammunition. It is better to choose a different package, such as the Special Package (which features a weapon with similar zoom capabilities), or rely on your Strike teammates to drop foes from longer range.

### HEAVY WEAPONS PACKAGE



**Missile Launcher**



**10mm Submachine Gun**



Massive devastation is guaranteed with **Big Guns**, and you now finally have a reason for collecting all those Missiles throughout the previous mission! It is most wise to switch to the 10mm Submachine Gun for trench warfare and closer assaults, but the Launcher is great for attacking long-range and tackling the dreaded Chimera tank.

### SPECIAL PACKAGE



**Gauss Rifle**



If you succeed in a **Speech** challenge when speaking with the Quartermaster, he waives protocol and grants you access to a Gauss Rifle and any of the previous packages. This is recommended, as the Rifle adds a long-range attack that can complete an otherwise-lacking package, and the Rifle can take the place of lobbed Grenades or planted Mines.



### Caution

Simply ignoring the packages and wading in without equipping yourself is perhaps the most idiotic plan imaginable.

## STRIKE TEAM TACTICS: NEW RECRUITS

Access Patterson's terminal now, and spend the Recruitment Markers Morgan gave you. You can elect to spend none, some, or all of them. You can also speak to Sergeant Montgomery (who is out in the camp exterior and who also accompanies you on your mission) about dismissing teammates you don't want or need, and you can request replacements for dismissed or dead team members. Below are the team choices you can make:



- » Unit Type: Sergeant Montgomery (complementary)
- » Armament: Assault Rifle





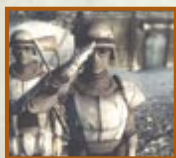
- » Unit Type: Infantryman (1 Marker)
- » Armament: Assault Rifle



- » Unit Type: Grenadier (1 Marker)
- » Armament: 10mm Submachine Gun, Frag Grenade (5)



- » Unit Type: Missile Unit (2 Marker)
- » Armament: 10mm Pistol, Missile Launcher



- » Unit Type: Sniper (2 Marker)
- » Armament: Combat Knife, Sniper Rifle



- » Unit Type: Mister Gutsy (3 Marker)
- » Armament: Plasma Rifle, Flamer



- » Unit Type: Sentry Bot (4 Marker)
- » Armament: Minigun, Missile Launcher

The number of reinforcements you can use to fill dismissed or dead Strike Team members isn't limitless; here's how many of each type are available:

### Strike Team Reinforcements

UNIT NAME	COST (MARKERS)	NUMBER AVAILABLE
Infantryman	1	10
Grenadier	1	5
Missile Unit	2	2
Sniper	2	2
Mister Gutsy	3	2
Sentry Bot	4	1



### Tip

The path to the depot has stronger enemies (such as the Chimera Tank), but there are fewer of them. Stronger unit types worth more Markers are recommended for this mission.

The path to the post has weaker enemies (such as the Chinese Snipers), but there are more of them. Weaker unit types you can bring in larger numbers are recommended for this mission.

Generally, you should choose a Strike Team that complements your chosen skill set. For example, concern yourself with close- and mid-range enemies, and have Missile and Sniper Units deal damage to enemies farther away.

## A FIELD DAY

Before you begin either Strike Team mission, you can optionally visit the various locations outside the Command Tent, within the confines of the U.S. Army Field Headquarters. Your Strike Team awaits you in the central part of the HQ. You must converse with Montgomery before beginning your mission, and you can talk to any teammate you choose. To the east is the Armory, where American Grease-Monkeys are hard at work prepping the T51-B Battle Units. Both the Grease-Monkeys and units salute you if you're inquisitive. Behind the tent is a T51-B Unit attempting a little target practice.

South of the Command Tent is the infirmary, where Doctor Adami tends to her patients. Look carefully near the green operating table to locate a Holotape, which reveals her aversion to giving out Chems to troops. Ask her for Chems and she obliges, handing out five Psycho. You can also make the wounded infantrymen on the cots stagger to their feet and salute you, and you can top off your Health at the dispenser. The southern tent houses exercising U.S. Army troops. Nearby is the Quartermaster's tent. You can tool up inside the tent with an Ammo Dispenser and the variety of items noted below.



**Holotape: Psycho**



**Psycho (5)**



**Microfusion Cell (5)**



**Frag Grenade (3)**



**Frag Mine**



**Missile (3)**



### Note

You can now attempt the objective "Destroy two Fuel Tanks at the Chimera Depot" or the objective "Secure the Chinese Listening Post" in either order. They are presented here in the order you received the objectives.

## DEPOT DESTRUCTION: ICING THE ENEMY



### Caution

The Chinese are bombarding the main trench entrance with heavy ordnance, and the large crater receives intermittent explosions. Stay away from the crater, or face crippling damage.

Instruct Montgomery to wait for you outside the Chinese Ice Camp, en route to the Chimera Depot, and your team bolts off past the bases' outer defenses. Follow them at your leisure, taking care not to head down the wrong path. The Ice Camp is to the northwest, the trenches (leading to the Pulse Mine Field you aren't tasked with deactivating just yet) are north of the U.S. base, and the Abandoned Mining Town is to the northeast. For this task, pass the execution (see the "North American Scum" section), continuing northwest to meet your team. Push forward to the enemy sandbag fortification, and rake the Chinese Soldier guarding it.

Enter the rocky pathway that leads to three camp tents, and use the rocks at the sides if you need to seek cover. Expect attacks from a charging Guard Dog and at least three soldiers in the camp entrance. Let your team do the firing, offering support, or charge in yourself. After the initial battle, spend a few moments searching the tents; the one to the west leads to the rest of the Ice Camp and has a Chinese Terminal you can access.





Here, you can read about a new and recently released threat: Spider Drones! Gather any equipment you need from the items listed below and access the Health and Ammo Dispensers (remember, you can return here if subsequent battles leave you in bad shape).

**Microfusion Cell (5)****Frag Grenade (3)****Frag Mine (2)****Missile (3)**

### NORTH AMERICAN SCUM

En route to the Ice Camp, near the entrance road on the north corner, an American Soldier has lined up four kneeling Chinese Soldiers and is calmly shooting each one in the back of the head. You can:

Watch, or be on your way. War atrocities are acceptable. Especially simulated ones.



Or, you can save the Chinese Soldiers by firing on the American executioner. This doesn't go over well in general. Are you some kind of Red Chinese double agent?!

Unless you've dismissed your entire team, Stealth isn't really an option (although you can hang back and let your team do all the work) as you face northwest and enter the wide-open Ice Camp. Be wary of a couple snipers on the two towers to your left, a Guard Dog charging you, and two more soldiers in the middle of the camp. After you neutralize all foes, make a quick sweep of the camp. There's nothing atop the sniper towers, but the Chinese have fashioned three American snowmen you can take potshots at. Of greater interest is the tent adjacent to the snowmen; enter it and secure another Intel Briefcase before continuing.

**Intel Briefcase (5 of 10)**

#### FREEFORM QUEST

##### Covert Operations

When you've finished inspecting the Ice Camp, move to the tent in the northeast corner with the flap-door exit. Head under the pipe between the two corrugated-metal-walled buildings. Turn right (east) immediately, as a Chinese Soldier is holding two Americans. But not for long! Free the soldiers and rearm at the Ammo Dispenser (items are listed below). Then head out into the ice-filled passage and travel roughly north.

Keep a slow pace, as there are four pairs of Spider Drones—a walking mine that explodes when it nears you—to deal with. Your team should be able to tag some while you destroy the others before they reach you. Keep this up until you defeat all eight, then follow the passage to the Armory Depot's main gate. Tackle the soldier near the gate, then optionally lob Grenades up to the fortifications atop the base walls, on either side of the gate. This removes the soldier threat that can distract you when you enter the depot.

**Microfusion Cell (3)****Frag Grenade (2)****Frag Mine****Missile (2)**

## DEPOT DESTRUCTION: FACING THE CHIMERA

The depot gates are closed but not locked. Open them and slowly move inside, toward a parked Chimera tank to the southwest. There may be an active Chimera in this area! Defeat it by spreading out, sprinting around the tank's rear (where its turret cannot swivel to), and blasting it—Grenades, your Gauss Rifle, Missiles, and other heavier ordnance are excellent choices. Continue the attack on any Chinese Soldiers that run into view, and don't forget the soldier dug in to the southwest, behind sandbags above the depot wall.

When gunfire has subsided, locate the metal building immediately to the left (south) of the entrance gates. Inside are several ammunition items and an Ammo and Health Dispenser, and on the table is your next Intel Briefcase.

**Microfusion Cell (5)****Frag Grenade (3)****Frag Mine (2)****Missile (3)****Intel Briefcase (6 of 10)**

#### FREEFORM QUEST

##### Covert Operations

Lieutenant Morgan gave you two Explosive Charges, and now is the time to use them. Move to the large cylindrical fuel tank near the unused Chimera, and clamp a charge to it. You have 20 seconds to reach a safe distance (around 20 feet) away from the ensuing explosion. While the timer ticks down, head northwest to the depot's rear, where you may face a Chimera Tank. Employ the same tactics as before, and once the machine is destroyed, clamp your second Explosive Charge on the one remaining fuel tank. Moments later, a second explosion rocks the depot. Move across to converse with Montgomery. He congratulates you on a job well done.

## CLAIMING THE LISTENING POST: DIRTY OLD TOWN

After the white light transports you back to the Field Headquarters, you can select the same (or different) weaponry and Strike Team members for the next mission—claiming a Listening Post from the enemy. For this, consider bringing some Snipers or Missile Units with you. Speak with Montgomery and request they meet you on the outskirts of a small Mining Town on the way to the Listening Post.

### STRIKE A HISTORIC POSE



Before you leave for the Mining Town (or Ice Camp if you're attempting the depot destruction second), check the middle of the Field Headquarters; there's a photographer asking a trio of American Soldiers to strike an appropriately heroic pose. After they oblige, he remarks that they're likely to earn their place in history. The photographer is correct: the Anchorage War Memorial's [Wasteland LAT 10/LONG -07] bronze statues strike an almost identical pose!



Meeting up with your Strike Team and begin a methodical takedown of the Mining Town's Chinese Snipers. Use the two freight carriages on your right as partial cover, and train your weapons to the northeast, taking down two Chinese Snipers—one at the base of a ruined house just to the right of the railway tunnel and a second standing atop the cluster of crates behind the tree. Only then should you step out, look southeast, and lob a Grenade into the upper sandbag defenses to halt the rockets raining in from a Chinese Launcher Soldier.

Climb the rough steps to reach the southeast area where the Chinese Launcher operator was. There is a ruined building here, with steps that allows you to quickly view the action to come. You next piece of Intel rests near the wooden packing crates next a ruined wall. Also of note are the Health and Ammo Dispensers and additional armaments:



**Microfusion Cell (6)**



**Frag Grenade (3)**



**Frag Mine**



**Missile (2)**



**Intel Briefcase (7 of 10)**

#### FREEFORM QUEST

##### Covert Operations

Move northeast across the Mining Town ground area, ignoring the barbed-wire defenses that you can't move through. Head up the sloping pathway to a second ruined building. Enter through either open entrance, blasting the soldier on the snowy ground, but beware of an ambush from the catwalk above you; an Inferno Unit is up there, roasting those who enter here. Push farther into the building, turning east to quickly drop another foe standing atop an open chamber where an American prisoner needs rescuing. Free him, and collect more ammunition (there's a Health and Ammo Dispenser here too).

Move west, using the remains of the catwalk stairs to peer out at the ground defenses across from you. Eliminate any remaining foes (there's likely to be one near the flag pole), and drop down to the ice and rubble-covered main road. Head north, passing the mesh fence with the inaccessible train yard behind it.



**Microfusion Cell (5)**



**Frag Grenade (3)**



**Frag Mine (2)**



**Missile (3)**

Follow the road as it bends northeast, leading along a ravine. Prepare to fight Chinese Snipers; there are two on containers and another two to the right, atop the concrete wall between the blocked train tunnel. Deal with the Snipers on the containers first, and look for tracer fire to determine where it is coming from (or simply enter V.A.T.S.). Press northeast until you reach the Listening Post exterior. There are four Chinese Snipers dug in behind defenses in this area, so it's worth hanging back a little, using cover, and tagging a couple yourself while your teammates concentrate on the others. When the coast is clear, climb the steps and open the door to the Listening Post.

## CLAIMING THE LISTENING POST: ERADICATION

Enter the Listening Post and immediately train your weapon on the door to the northwest. A Crimson Dragoon is waiting here to ambush you, so bring the fight (and close-assault weapons) to him before he can attack. The other door simply leads to a toilet. Enter the first communications room, look northwest, and relieve a Chinese Technician of his radio duties. Open the adjacent door that leads into the corridor, and spin right, blasting a cloaked Chinese Sniper behind the barrels. If you're feeling sneaky, you can open the door, back up, and blast the fire extinguisher so it wounds him first.

Move along the corridor and into the stairwell, swinging right to drop another Crimson Dragoon that usually retreats up the stairs. Remove enemy threats first, then head under the stairs to the set of shelves holding an Intel Briefcase. Next, ascend the steps (or lob Grenades to flush out foes), and tackle two more Crimson Dragoons in the vicinity. You may wish to try headshots from the bottom entrance.



**Intel Briefcase (8 of 10)**

#### FREEFORM QUEST

##### Covert Operations



**Tip**

Halt your Intel search until Quest: Operation: Anchorage begins; there are no more cases to find.

Open the door and enter the connecting corridor that leads to a long, thin room bathed in a faint red glow. Enter V.A.T.S to reveal three cloaked Chinese Snipers waiting for you. Tag the nearest Sniper, back up, then blow the small ceiling generator to wound him. Step inside and land quick bursts of damage on the other two, wounding them so they decloak; shoot them with whatever ordnance you wish. Afterward, retol at the Health and Ammo Dispenser, grabbing any of the listed items. Exit via the opposite door, and climb the corridor stairs with no more confrontations.

At the top of the stairs is the main communications command center, staffed by a Chinese Technician and two Dragoons. Use the door as cover, and lay waste to the entire area before exiting via the double doors. This leads you back out to Anchorage. Turn right, and carefully ascertain where another cloaked Sniper is hiding. Defeat him and another Sniper inside the bunker. Finish off with a quick grab of the Health and Ammo Dispensers and more of your favorite armaments. Then head out of the bunker, as there's likely to be a couple more Chinese Soldiers rushing your position. Afterward, consult Sergeant Montgomery, who congratulates you on your prowess. You warp back to base.



**Microfusion Cell (11)**



**Frag Grenade (5)**



**Frag Mine (2)**



**Missile (4)**

**XP**

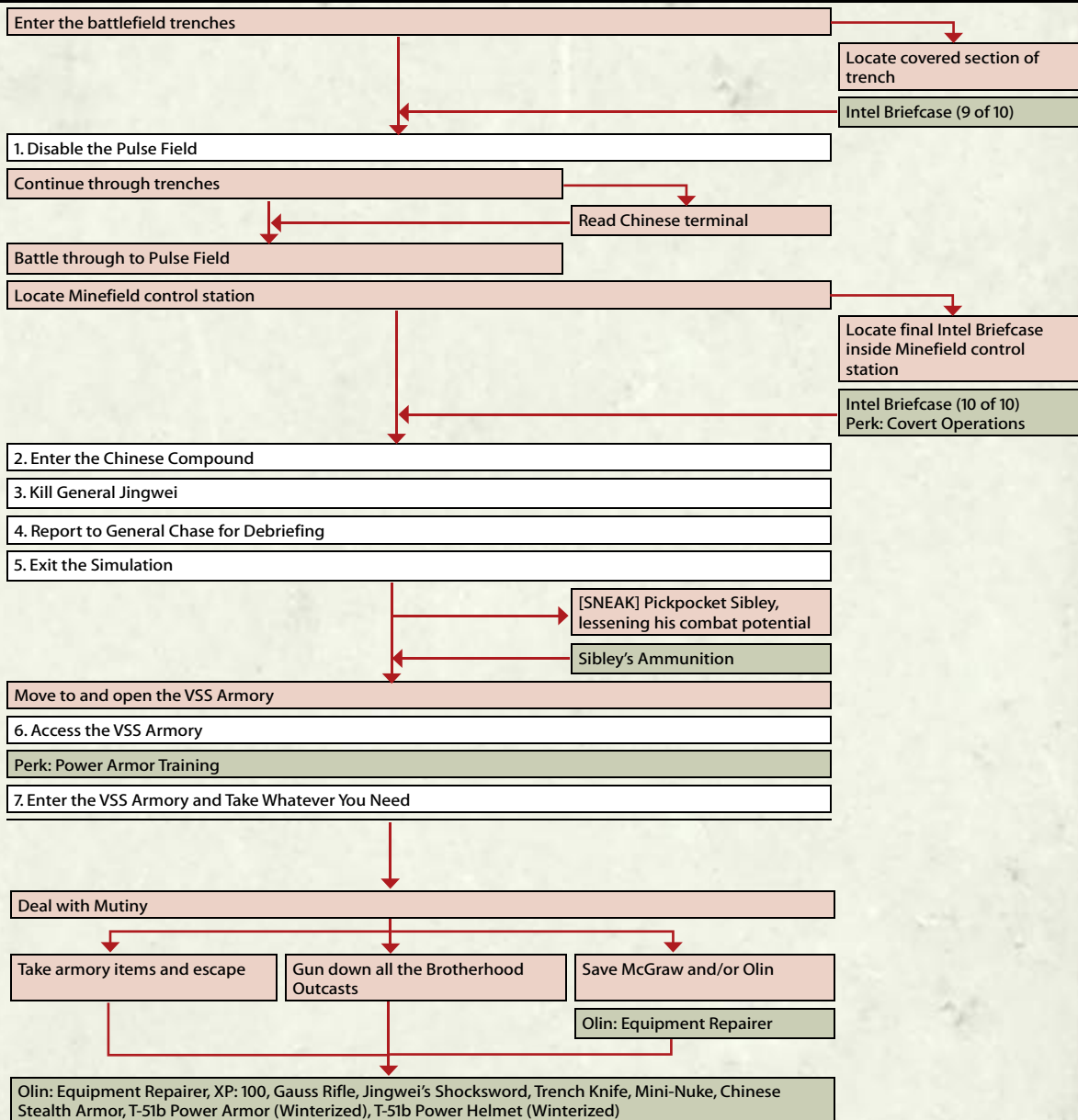
**100 XP**



# Operation: Anchorage!

## QUEST FLOWCHART

	MAIN PATH	COVERT OPERATIONS: OPTIONAL PATH
Main Characters	Sergeant Benjamin Montgomery, General Constantine Chase, Defender Sibley, Protector McGraw, Specialist Olin	—
Locations	Battlefield Trenches, Chinese Pulse Field, Chinese Compound, Outcast Outpost	Battlefield Trenches, Chinese Pulse Field
Adv. Items/Abilities	Power Armor Training, Speech, Sneak	Covert Operations
Possible enemies	Chinese Soldier, Chinese Launcher, Chinese Inferno Unit, Chinese Sniper, Crimson Dragoon, Turret, General Jingwei	



Color code:

Objective

Action

Rewards



## TRENCH WARFARE

Back at the Field Headquarters, your final instructions are to push through the enemy trenches to a Pulse Field where hundreds of mines are laid. These detonate with EMP blasts that are wreaking havoc with the Power Armor troops Chase is attempting to use to punch through into Anchorage. You're tasked with deactivating this field, and Montgomery is accompanying you. Select the weapons you wish to use for this job (trench combat makes Missile Launchers a little too dangerous if improperly wielded), rendezvous with Montgomery in the usual place, and begin the journey north.

Head out from the base and locate the main trench, which is north of the Field Headquarters. As you descend into the trench, halt your attacks, as these are American troops, including one who peers out from the trench at a particularly inopportune moment. Make a quick dash across no-man's land, down into the main Chinese trench, and look east along the main trench. Attack any soldiers you see, edging forward until you reach a covered section to your left (north). There are two more soldiers here to dispatch. Heal at the Health Dispenser, but don't use that trigger finger yet—there's an American Soldier to free, and he's next to another Intel Briefcase, resting on a barrel.

### NEW OBJECTIVE

"Disable the Pulse Field" begins.



### FREEFORM QUEST

Covert Operations



**Intel Briefcase (9 of 10)**

Continue east along the trench. At the end are steps up to the no-man's land and a couple of foes to slay. Don't forget to rearm at the Ammo Dispenser in the corner, near the ramp. Dash up to the surface, and race past the three sandbag fortifications, heading for the giant pipeline in the distance. Then dive back down into another trench, and fend off an Inferno Unit and a Sniper. Lobbing Grenades into this confined, wood-walled area is a good idea. Gather any supplies and use the Health and Ammo Dispensers.



**Microfusion Cell (3)**



**Frag Grenade (2)**



**Frag Mine (2)**



**Missile (2)**

Peer out of the last wooden wall to the trench ahead, looking northeast. There's a bunker above the trench, with two turrets firing at you. Ignore those for the moment and look left, cutting down a cloaked and sneaky Sniper. Then dash forward—optionally and expertly lobbing Grenades into the bunker's slit windows, firing from range, or shrugging off the gunfire—and move to the junction. The path is to your left. If you head right, watch for an Inferno Unit hiding behind a wooden half-wall and more at the trench's end. The only reason to head here is to stop the foes running in from behind and to grab additional items near the Health and Ammo Dispensers.



**Microfusion Cell (3)**



**Frag Grenade**



**Frag Mine**



**Missile (2)**

## TRENCH FEAT

Head back to the bunker junction and travel north. You reach a second junction, with paths to the east and west. Head west to clear out a dead end full of foes; there is a covered sleeping quarters with a Health Dispenser, as well as a Chinese Terminal. Read the missive, as it hints at the T-51b's shortfalls against Pulse technology. Backtrack, watching for Chinese Launchers above the trench. Head east, keeping watch for foes behind wooden walls. Round the corner and move north to a final section of trench with two soldiers, an Ammo and Health Dispenser, and more items.



**Microfusion Cell (6)**



**Frag Grenade (2)**



**Frag Mine**



**Missile (2)**

Expect more and more help from American forces as they begin to overrun the Chinese fortifications, but don't wait around at the top of the ramp; there's a bunker with two turrets firing at you. Instead of wasting time aiming at the bunker, use the ruined wall to your right as cover, face west, and methodically step through the concrete blocks, tagging foes firing at you from the building windows opposite. When the enemy fire dies down, turn right (north) and right again (east), and enter a doorway leading to a bombed-out structure with a Health Dispenser. There are three Chinese Soldiers to rake with gunfire before you continue.

As the American forces push forward, you can optionally deliver a nuffin' blow to the turrets in the bunker you just skipped. Head northeast, up the small set of steps to the bunker entrance.

Here, you can dive inside or lob Grenades through the doorway, bringing down an Inferno Unit, a soldier, and the Turrets. Then take the Frag Grenades from inside.



Or, you can use **Science** to hack the wall terminal and deactivate the turrets.



**Frag Grenade (3)**





Push forward and check the small building with the sandbag fortification on its roof for a Health and Ammo Dispenser and items. Head southwest, following the path through the blocked sections and ruined structures, and then travel to the north again as you and a squad of T-51b armored infantry punch through the penultimate line of Chinese defenses. If you're coming under heavy fire, use the ruined building entrance to the northwest; the Health Dispenser and three Frag Grenades are an added bonus.



Microfusion Cell (4)



Frag Grenade (3)



Frag Mine (2)

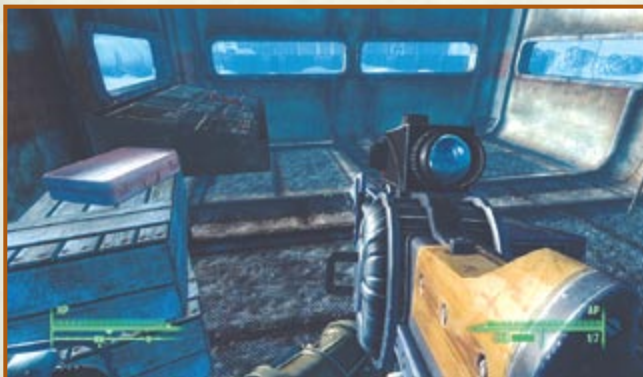


Missile (2)

## PULSE-QUICKENING ACTION

Head down onto the Pulse Field, and watch as a Power Armored Soldier falls screaming to the ground under EMP attack. You can't help him (or loot his corpse), but you can quickly run around to the bunker's top and lay waste to the two soldiers and turrets inside. As your forces are now stuck on the Mine Field's edge, it is up to you to head east to deactivate this Pulse Mine barrier. Locate the lone structure, and head up the steps and inside.

There's a switch here; activate it and the Pulse Mines detonate across the field, removing this last major barrier. Before you pat yourself on the back, grab the last Intel Briefcase. Congratulations—if you picked up all 10 cases, **Freeform Quest: Covert Operations** is a success! With the defenses down, rush across the minefield to join the Power Armored troops, focusing on the turret above the Chinese Compound. Wait for, or help, the troops to destroy that, then enter the compound.



### FREEFORM QUEST

Covert Operations

Intel Briefcase  
(10 of 10)Covert Ops  
+3 Small Guns, +3 Science, +3 Lockpick

### NEW OBJECTIVE

"Enter the Chinese Compound" begins.

## COMPOUND FRACTURE



Punching General Jingwei's head off is simply one in a variety of killing techniques available. Save your game before combat begins!

You step into carnage, with pitched battles between American T-51b units wielding a variety of deadly weapons and several outclassed Chinese Soldiers. Leading the Red Chinese's Anchorage attack force is General Jingwei, who executes an American prisoner with his Shocksword before you can stop him.

### NEW OBJECTIVE

"Kill General Jingwei" begins.

Jingwei seems to believe his forces will prevail; you need to inform him otherwise:



This can be achieved by appealing to Jingwei's dignity. With a successful **Speech** challenge, he commits ritual suicide rather than be captured. This is the easy victory.

Or, you can begin a fight with the general. Jingwei is almost superhuman, shrugging off even the most impressive Gauss Rifle volleys! You can wear him down with your preferred weaponry, or remove his highly damaging Shocksword from his side by blasting it away from him, then picking it up and using it!

Or, you can use those Mines that you've been collecting, as Jingwei attacks only at melee range. Retreat while dropping Mines in his path, but watch out for accidental detonations when your own forces get in the way! However, it's worth the collateral damage if it means you survive!

### NEW OBJECTIVE

"Report to General Chase for debriefing" begins.

As soon as you defeat General Jingwei, the combat freezes in time. General Chase steps toward you and requests that you stand down, as the simulation is over. Take a moment to adjust your brain; you're back in the Outcast's Outpost.

### NEW OBJECTIVE

"Exit the Simulation" begins.

## COMMIES CRUSHED! ALASKA LIBERATED!

### NEW OBJECTIVE

"Access the VSS Armory" begins.

After exiting the Simulation Pod, you're greeted by Protector McGraw. He's impressed you made it through the simulation but is anxious that you open up the Armory. Simply head south down the corridor to the wall terminal next to the blast door, and access it. The door grinds open, revealing an impressive treasure trove.





### Power Armor Training Perk

This allows you to wear any type of Power Armor.

#### NEW OBJECTIVE

"Enter the VSS Armory and take whatever you need" begins.

Inspect the Outpost Armory for a large variety of equipment, unique items, and other impressive hardware. You can take anything and everything in this chamber, but be quick about it; you hear shouts from the main corridor as Sibley decides he doesn't want to share the spoils of your hard work. McGraw disagrees and a full-blown mutiny erupts! You can:

- » Grab what you want and escape. When you return, the Outpost is empty.
- » Gun down everybody.
- » Side with McGraw and Olin, the only two Outcasts who aren't hostile toward you. You can try to save them both, but this is unlikely. Save McGraw, and he thanks you. Save Olin, and she is able to Repair your equipment.

Once combat is over, select the armaments you need, and leave. Before you open the Armory door and Sibley becomes hostile, you can attempt to Pickpocket him, lessening the attacks he can muster.



### Caution

Defender Sibley is an impressively competent fighter, so you may wish to level up before facing him. Also, get to the Armory first, or McGraw and Olin may retrieve some items for themselves.

## QUEST REWARDS

You can take a large assortment of weapons, ammunition, Chems, and the following unique or collectible items from the Outcast's Outpost Armory:



### Gauss Rifle †

DAM 69, WG 12, VAL 358, MF Cell

† This can only be Repaired by a vendor, as you have no additional parts for it.



### Jingwei's Shocksword

DAM 23, WG 3, VAL 358, HP -2 (5s)



### Trench Knife

DAM 8, WG 1, VAL 41



### Mini-Nuke



### Chinese Stealth Armor

DR 24, WG 20, VAL 358, Sneak +15



### Neural Interface Suit †

DR 3, WG 10, VAL 180.

† This is awarded prior to entering the simulation.



### T-51b Power Armor (Winterized)

DR 45, WG 40, VAL 999, Rad. Res. +25



### T-51b Power Helmet (Winterized)

DR 10, WG 4, VAL 120, CHR +1, Rad. Res. +8

You also receive the following Perks:



### Power Armor Training



### Covert Ops †

+3 Small Guns, +3 Science, +3 Lockpick.

† This is awarded after completing **Freeform Quest: Covert Operations**.



The massive Sneak bonus and one of the most powerful swords in the Wasteland: A worthwhile result!



There's no need to trek to Fort Constantine for this Power Armor now. Add the amazing Gauss Rifle to your ensemble!

# TOUR OF OPERATION: ANCHORAGE

## Operation: Anchorage— D.C. Locations

### TOPOGRAPHICAL OVERVIEW

Located on the western edge of the D.C. Metro ruins, a previously unexplored and hidden underground area has recently been excavated and catalogued by Brotherhood Outcasts under the leadership of Protector McGraw. After stumbling upon a door near the Red Racer Factory, the Outcasts cleared the rubble from Bailey's Crossroads Station and explored a series of ruins before locating an area of interest: an underground facility built before the Great War by Virtual Strategic Solutions, a private weapons contractor.

### PRIMARY LOCATIONS

#### OPERATION: ANCHORAGE

OA1: Outcast Outpost (Entrance; LAT 02/LONG -16)

OA.U.1: Bailey's Crossroads (Station; LAT 03/04/LONG -16)

OA2: Bailey's Crossroads Metro (LAT 03/04/LONG -15)

OA.U.2: Outcast Outpost (Entrance Elevator; LAT 03/LONG -16)

#### ZONE 8

8.01: Vault 101 (LAT -04/LONG -04)

8.02: Springvale (LAT -02/LONG -04)

8.03: Megaton (LAT -01/LONG -06)

8.04: Fort Independence (LAT -06/LONG -13)

8.05: Fairfax Ruins (LAT -04/LONG -12)

8.06: Cliffside Cavern (LAT -10/LONG -17)

8.07: Andale (LAT -05/LONG -17)

8.08: Red Racer Factory (LAT 02/LONG -15)

8.09: The Overlook Drive-In (LAT -08/LONG -18)

8.10: Nuka-Cola Plant (LAT -01/LONG -19)

#### ZONE 9

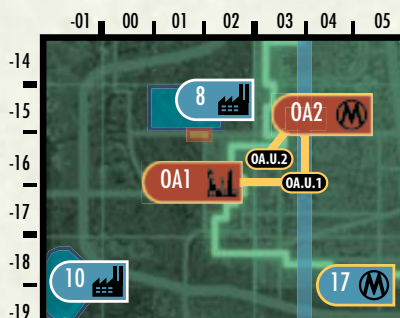
9.01: Super-Duper Mart (LAT 04/LONG -04)

9.02: Farragut West Metro Station (LAT 07/LONG -04)

9.03: Sewer Waystation (LAT 04/LONG -08)

9.04: Wilhelm's Wharf (LAT 07/LONG -07)

9.05: Flooded Metro (Capital Wasteland; LAT 08/LONG -08)



The Capital Wasteland: Zones 8 and 9

9.06: Anchorage Memorial (LAT 10/LONG -07)

9.07: Tepid Sewers (LAT 11/LONG -07)

9.08: Dukov's Place (LAT 11/LONG -08)

9.09: Grayditch (LAT 05/LONG -09)

9.10: Marigold Station (LAT 06/LONG -11)

9.11: The Citadel (LAT 08/LONG -14)

9.12: Irradiated Metro (LAT 13/LONG -13)

9.13: Alexandria Arms (LAT 07/LONG -17)

9.14: Jefferson Memorial (LAT 13/LONG -17)

9.15: Rivet City (LAT 18/LONG -17)

9.16: Anacostia Crossing (LAT 19/LONG -16)

9.17: Flooded Metro (LAT 04/LONG -18)

9.18: Arlington Library (LAT 08/LONG -19)

### OA1: OUTCAST OUTPOST [ENTRANCE] (LAT 02/LONG -16)

### OA.U.1: BAILEY'S CROSSROADS [STATION] (LAT 03/04/LONG -16)

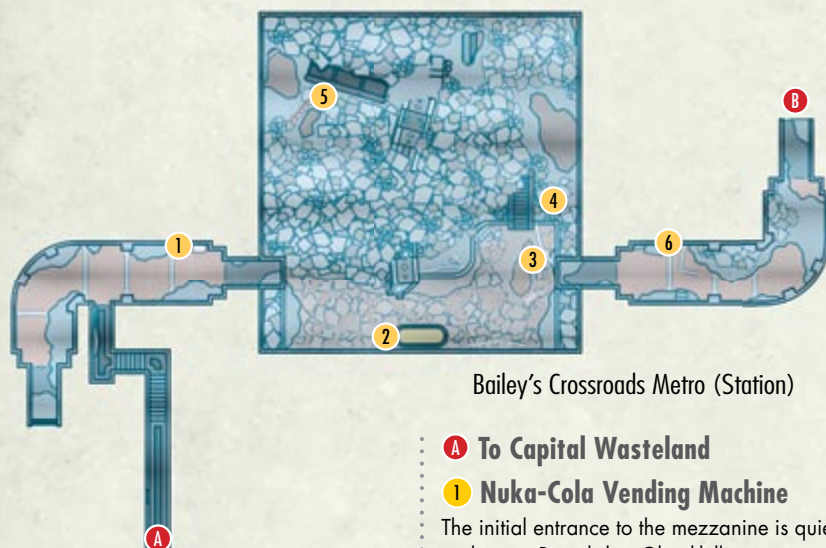


- Threat Level: 2
- Faction: Ghoul
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Radio Signal
- Underground Connection

The exterior entrance to the Outcast Outpost begins with a trek in from the Capital Wasteland. Just south along the ramped road from the Red Racer Factory are the debris-filled remains of Bailey's Crossroads Metro station. This is blocked, but the nearby metal door is accessible. The door leads to a mezzanine area where caged skeletons show recent Super Mutant activity, but the place is now an eerie tomb of twisted train carriages and a few Ghouls remnants. Crossing to the opposite exit, you appear in a new interior area known as Bailey's Crossroads.



### INTERIOR MAP AND LOCATIONS



Bailey's Crossroads Metro (Station)

#### A To Capital Wasteland

##### 1 Nuka-Cola Vending Machine

The initial entrance to the mezzanine is quiet and eerie. Brandish a Ghoul-killing weapon in preparation for combat.

##### 2 Ticket Booth

##### 3 Rickety Barricade

Offering little protection, this area is strewn with debris.

##### 4 Cage Skeleton and Rubble

The telltale sign of a Super Mutant catchment area, the trussed-up skeletons strike fear into foragers. Claim the weapon nearby.

- Sawed-Off Shotgun (and Ammo)
- Jet

##### 5 Alcoholic Forager's Hidey-Hole

Clamber over the half-buried train carriages to reach this corner spot, complete with a Super Mutant dummy, several empty bottles, and the following:

- First Aid Box
- Ammunition Box

##### 6 Lockers and Debris

Claim the Teddy Bear or Tire Iron if you need to, en route to the escalator exit up into Bailey's Crossroads.

#### B To Bailey's Crossroads

## OA2: BAILEY'S CROSSROADS METRO (LAT 03/04/LONG -15)



Defender Morrill is living up to his rank and attempting to curb the Super Mutant incursion in this area, a series of office buildings previously undiscovered, inside the western part of the D.C. Metro area. Beware of constant Super Mutant combat as you progress through the ruins of a large office complex.

#### A To Bailey's Crossroads Metro

##### 1 Bailey's Plaza

Defender Morrill is pushing Super Mutants back in this ruined plaza area. Expect combat here.

##### 2 Fire Hydrant

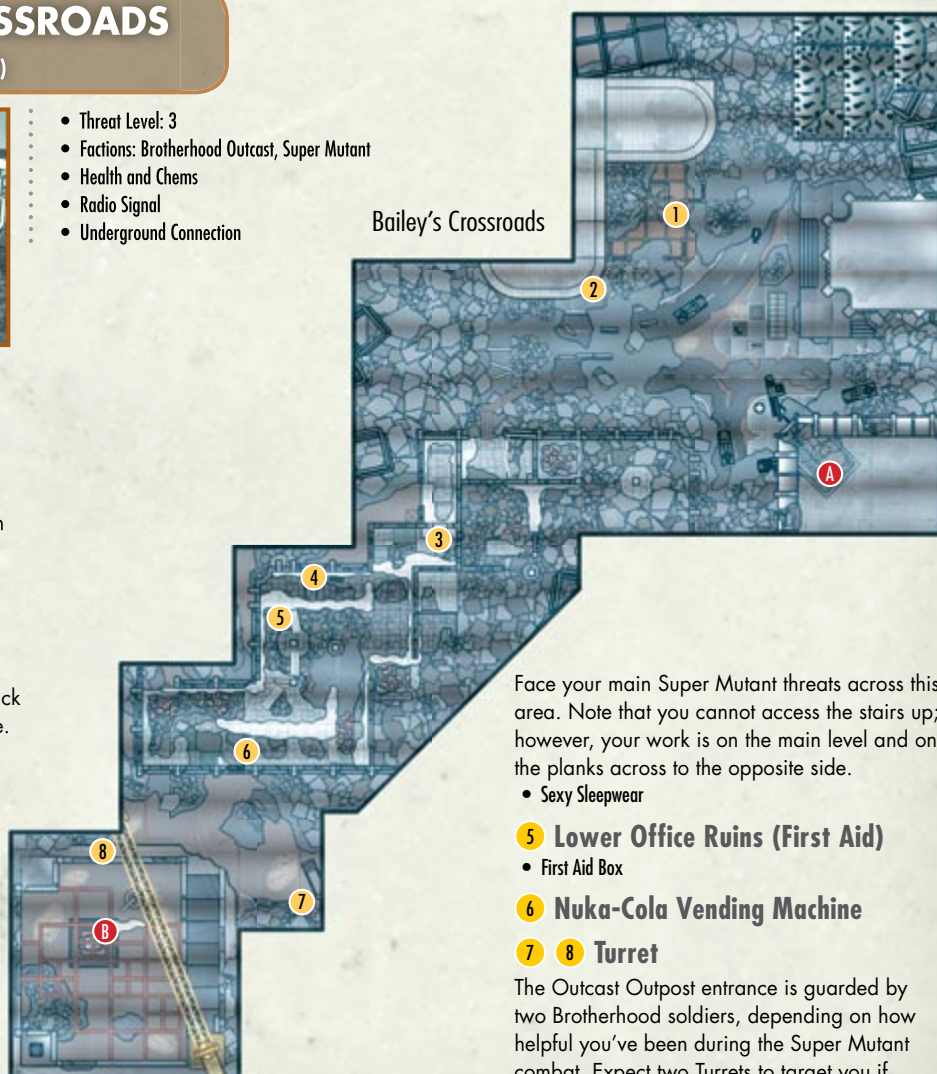
##### 3 Upper Office Ruins

As the pathway becomes narrow and enclosed, fight back Super Mutants and Centaurs as you push down into the main "open-plan" office ruins.

##### 4 Lower Office Ruins (Wall Lockers)

- Threat Level: 3
- Factions: Brotherhood Outcast, Super Mutant
- Health and Chems
- Radio Signal
- Underground Connection

Bailey's Crossroads



Face your main Super Mutant threats across this area. Note that you cannot access the stairs up; however, your work is on the main level and on the planks across to the opposite side.

- Sexy Sleepwear

##### 5 Lower Office Ruins (First Aid)

- First Aid Box

##### 6 Nuka-Cola Vending Machine

##### 7 8 Turret

The Outcast Outpost entrance is guarded by two Brotherhood soldiers, depending on how helpful you've been during the Super Mutant combat. Expect two Turrets to target you if



you've been hostile to the Outcasts. To reach the Outpost interior, descend the long ramp and around to the cargo elevator.

## B To Outcast Outpost

### OA.U.2: OUTCAST OUTPOST (ENTRANCE ELEVATOR; LAT 03/LONG -16)



- Threat Level: 2
- Faction: Brotherhood Outcast
- Services: Repairer
- Collectible: Mini-Nuke
- Area is locked
- Guns and Ammunition
- Perk!
- Rare or Powerful Item
- Sleep Mattress
- Inhabitants: Defender Sibley, Gary 23 (Deceased), Protector McGraw, Specialist Olin

A side faction of Brotherhood Outcasts, under Protector McGraw's leadership, is currently attempting to scavenge this underground weapons depot that used to belong to the VSS corporation. Despite the years passed since the Great War, this bunker's weapons repository is firmly locked, causing much consternation among the Outcasts currently attempting to bypass the power to the only room they can't access. Further exploration has revealed that completing a military simulation may unlock the sealed blast door. Unfortunately, the Outcasts don't have the appropriate interfacing device to start the simulation.

## A To Bailey's Crossroads

### 1 Abraxo Alcove

After you receive the cold shoulder from Sibley, check this rubble-filled alcove for a bevy of cleaning products and some Chems cunningly hidden underneath them.

- Jet (3)
- Buffout (2)

### 2 3 Turret

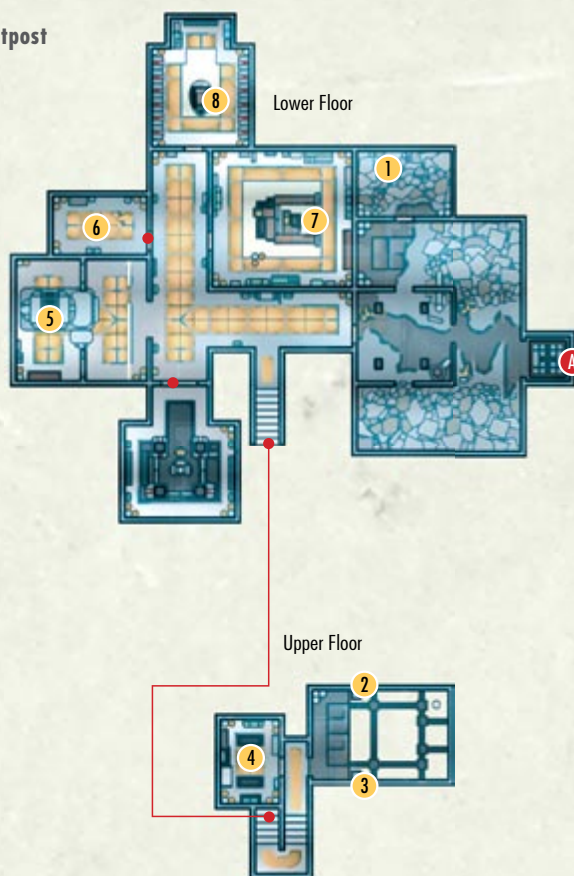
These function when the base is under attack, and you're hostile to the Outcasts.

### 4 Barracks

Accessed via the main corridor stairs, you can sleep here and gather any supplies you may need.

- Buffout (3)
- Food and Drink
- Combat Knife
- Power Fist

## Outcast Outpost



### 5 Generator Room

Siphoning power has failed to open the sealed blast door to the south. Current power supply nodes can be seen on the map inside this chamber.

- First Aid Box
- Mentats (2)

### 6 Medical Bay (Locked: Easy)

The remains of a Vault 108 resident lie here. The missing arm indicates Gary 23 may have had a Pip-Boy that the Outcasts took by force but still weren't able to interface with.

- First Aid Box (2)
- Med-X

### 7 Protector McGraw's Chamber

You can read several interesting comments on the VSS Terminal inside this room. Speak to McGraw here before continuing to the Pod Chamber.

- Chems
- Melee Weapons
- Laser Pistol

### 8 Specialist Olin's Simulation Pod Chamber

Speak with Olin to retrieve a Neural Interface Suit, and then activate the Pod to begin the Anchorage Reclamation simulation.

- Neural Interface Suit (88/152)

### 9 VSS Armory (Locked: Sealed)

Once the simulation is over and deemed successful, access the wall terminal to open the VSS Armory. You can take any of the following items without penalty, although that won't stop Defender Sibley from launching a mutiny; deal with him or everyone. Assuming McGraw or Olin survive, you are thanked. Olin can repair equipment if you need her to.

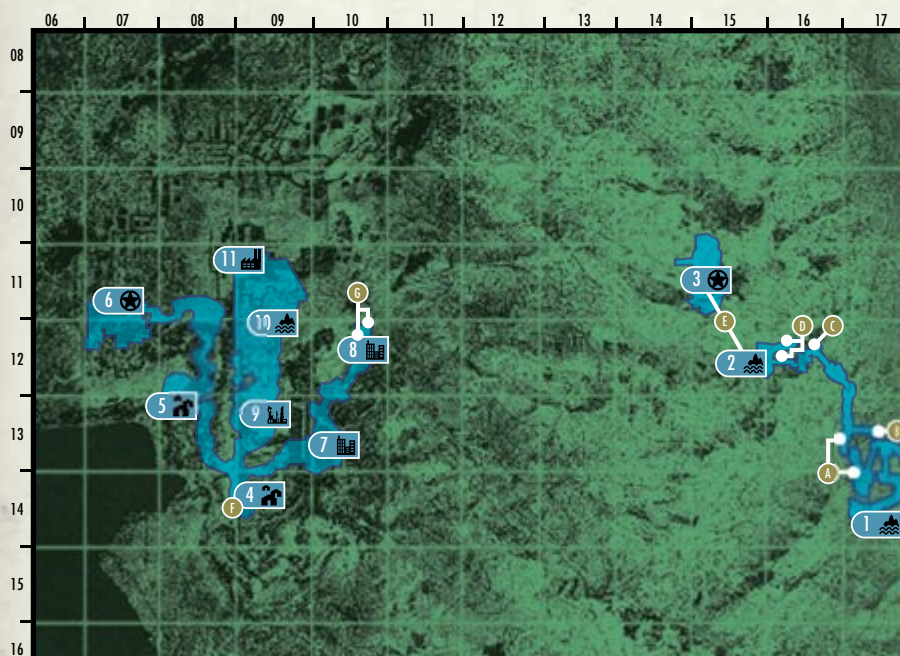
- First Aid Box (2)
- Missile Launcher
- Missile (2)
- Chinese Assault Rifle
- Flamer
- Flamer Fuel (50)
- Energy Cell (120)
- Microfusion Cell (70)
- Electron Charge Pack (70)
- Frag Grenade (5)
- Plasma Grenade
- Frag Mine (2)
- Pulse Mine (2)
- Plasma Mine
- Mini-Nuke (72/92)
- Chinese Stealth Armor (89/152)
- Gauss Rifle (90/152)
- Jingwei's Shocksword (91/152)
- Trench Knife (92/152)
- T-51b Power Armor (Winterized) (93/152)
- T-51b Power Helmet (Winterized) (94/152)



# Operation: Anchorage— Alaskan Locations

## TOPOGRAPHICAL OVERVIEW

You have now begun the Anchorage Reclamation simulation, created for the U.S. Army by the VSS Corporation. Although incredibly realistic, there are certain differences between this and reality: First, any equipment you collect during the simulation is not available once you return to the Outcast Outpost. Second, enemies digitally disintegrate, and you cannot search them. Third, equipment is available only from certain designated spots (as shown in the lists below) and will pulsate red. Further research into this simulation reveals discrepancies between it and actual events, courtesy of General Chase.



## PRIMARY LOCATIONS

- 1: Cliffs (LAT 17/LONG 14)
- 2: Artillery Overlook Entrance (LAT 15/LONG 12)
- 3: Artillery Overlook (LAT 15/LONG 11)
- 4: U.S. Army Field Headquarters (LAT 09/LONG 14)
- 5: Chinese Forward Camp Delta (LAT 08/LONG 13)
- 6: Chimera Armor Depot (LAT 07/LONG 11)
- 7: Abandoned Mining Town (LAT 10/LONG 13)
- 8: Listening Post (LAT 10/LONG 12)
- 9: Battlefield Trenches (LAT 09/LONG 13)
- 10: Chinese Pulse Field (LAT 09/LONG 12)
- 11: Chinese Occupied Refinery (LAT 09/LONG 11)

## SECONDARY LOCATIONS

- A: Cave Outpost (LAT 16/LONG 13)
- B: Field Storage (LAT 17/LONG 13)
- C: Field Storage (LAT 16/LONG 12)
- D: Cave Passage (LAT 16/LONG 12)
- E: Chinese Artillery Outpost (LAT 15/LONG 11/12)
- F: Command Tent (LAT 08/LONG 14)
- G: Listening Post (Interior; LAT 10/LONG 11)

## Primary Locations

### 1: ANCHORAGE CLIFFS (LAT 17/LONG 14)



- Threat Level: 3
- Factions: Chinese Army, U.S. Army
- Collectibles: Holotape—Covert Operations
- Guns and Ammunition
- Health and Chems
- Underground Connection
- Inhabitant: Gunnery Sergeant Benjamin Montgomery

Breathtaking vistas and vicious Chinese Soldiers await you as you slowly ascend this treacherous series of pathways, pipes, and

bridges. Interspersed along the way are caves and field storage chambers where further investigation is required. Your task is to locate the entrance to the Chinese Artillery Outpost (H) after rendezvousing with the pride of the U.S. Army—Sergeant Montgomery, a worthy fellow who shadows your progress, saving you from numerous Communist surprise attacks along the way.





### A Parachutes

Two parachutes lie on the rocks from where you and Montgomery landed moments ago. Montgomery meets you here, then scales the nearby cliffs after giving you your marching orders.

### 1 Lower Lookout Promontory

You get your first taste of combat with the Red Chinese here. Learn how to access the Health Dispenser too.

- Health Dispenser

### 2 Bridge

Expect medium resistance from the Chinese snipers on the chasm's other side. Either charge over the bridge or begin methodical long-range takedowns, depending on your skills.

### 3 Sniper Nest

An often-overlooked area but one with a highly useful weapon to take.

- Health Dispenser
- Frag Mine
- Sniper Rifle

### 4 Lookout Room

Access your first Chinese Assault Rifle and Ammo Dispenser here, as well as projectiles you should consider employing.

- Chinese Assault Rifle
- Ammo Dispenser
- Frag Grenade (2)
- Frag Mine (2)

### 5 Pipe

The broken bridge leads up to the Promontory. Beware of Chinese Soldier attacks if you haven't cleared this area previously.

### 6 Upper Lookout Promontory

Venture up here only if you require the following item, although this promontory offers a good view of the pathways in the immediate area.

- Stealth Boy

### B To Cave Outpost

This leads directly into Secondary Location A: Cave Outpost (LAT 16/LONG 13).

### C From Cave Outpost

This leads directly from Secondary Location A: Cave Outpost (LAT 16/LONG 13).

## Anchorage Cliffs

### 7 Pipe

This is not part of the main path, but you should access it if you wish to begin **Freeform Quest: Covert Operations**.

### 8 Field Storage Lookout

Expect an enemy inside this metal hut, and look for the often-missed door to Field Storage.

- Health Dispenser

### D Locked Door to Field Storage

It is imperative you unlock this door and grab the items inside if you wish to complete **Freeform Quest: Covert Operations**.

- Chinese Terminal
- Intel Briefcase (1 of 10)
- Holotape: Bombardment

### 9 Upper Promontories

Expect continuous fire from Chinese Soldiers dotted along the rocky path leading to this long bridge, and expect additional enemy fire from the metal corridor to come.

### E Locked Door to Field Storage

It is imperative you unlock this door and grab the items inside if you wish to complete

### Freeform Quest: Covert Operations.

- Intel Briefcase (2 of 10)
- Holotape: Goodbye

### 10 Metal Corridor

This offers two choices when arriving at the entrance to the Chinese Artillery Outpost: you can take a direct approach across the bridge, or you can enter via the cave passage, which leaves you less exposed.

- Ammo Dispenser
- Microfusion Cell (7)
- Frag Grenade (2)
- Frag Mine

### F Door to Cave Passage

This leads directly into Secondary Location D: Cave Passage (LAT 16/LONG 12).

### G Door from Cave Passage

This leads directly from secondary location D: Cave Passage (LAT 16/LONG 12).

### 11 Bunker Turret Control Terminal

Access this to disable the Turret inside the bunker.

### 12 Upper Bunker

Expect light Chinese Soldier resistance. Access the bunker via the stairs to the north.

- Health Dispenser

### H Door to Chinese Artillery Outpost

This leads directly into Primary Location 2: Artillery Overlook Entrance (LAT 15/LONG 12).

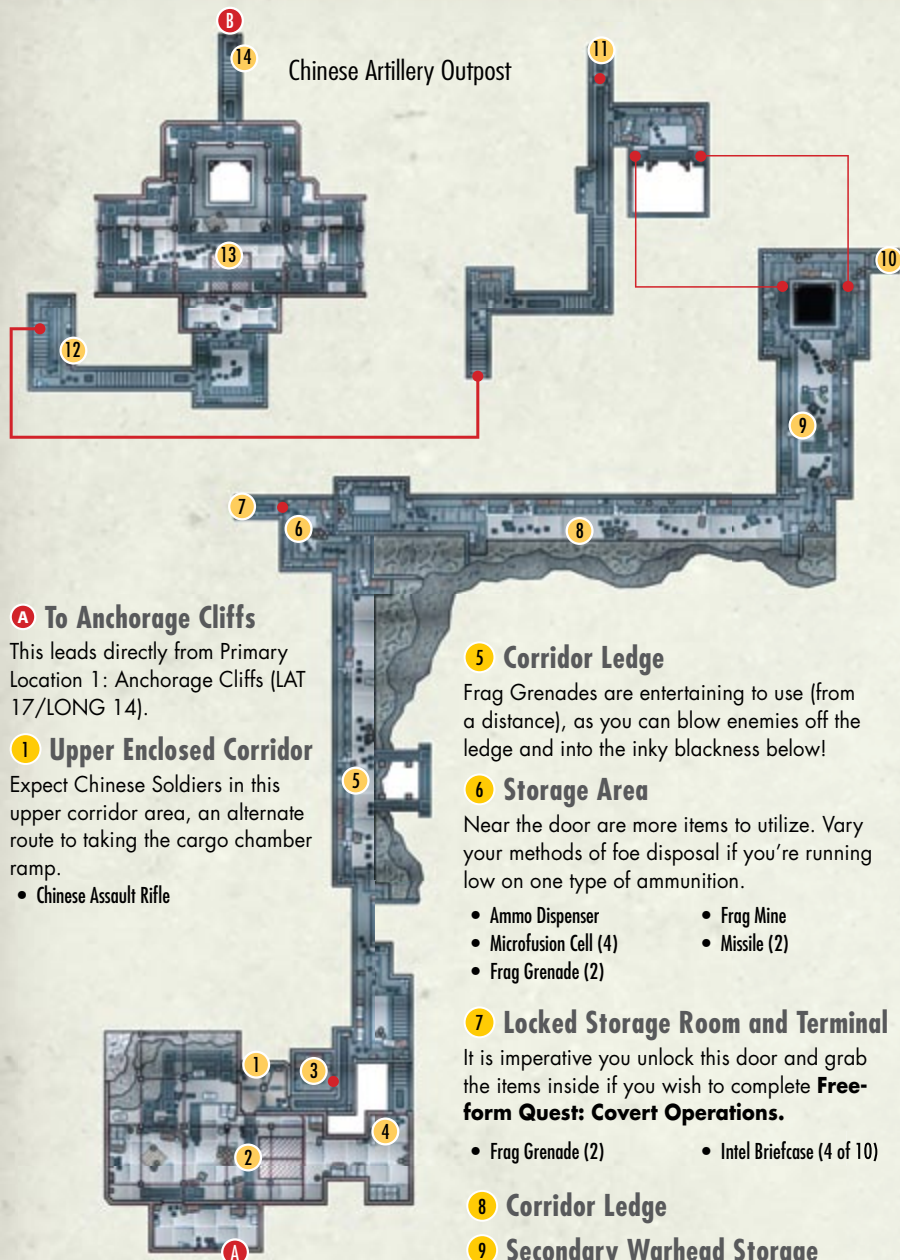
## 2: ARTILLERY OVERLOOK ENTRANCE (LAT 15/LONG 12)



- Threat Level: 3
- Faction: Chinese Army
- Collectibles: Holotape—Covert Operations
- Guns and Ammunition
- Health and Chems

This is a sprawling U.S. Army base recently invaded by the Communist Chinese forces. It was the main storage of warheads and the gigantic artillery shells used by the massive exterior cannons designed to defend Anchorage from exactly the type of attack you're attempting to thwart. Amid the gloomy corridors, intermittent earth shaking, and long balcony ledges with precipitous drops, beware of encountering a new and cloaked Chinese Soldier known as the Crimson Dragon.





### **A To Anchorage Cliffs**

This leads directly from Primary Location 1: Anchorage Cliffs (LAT 17/LONG 14).

### 1 Upper Enclosed Corridor

Expect Chinese Soldiers in this upper corridor area, an alternate route to taking the cargo chamber ramp.

- Chinese Assault Rifle

## 2 Balcony

This offers a good view of the cargo chamber below but makes you an easy target for any remaining foes.

### 3 Locked Storage Room

It is imperative you unlock this door and grab the items inside if you wish to complete

### Freeform Quest: Covert Operations.

- Holotape: Invasion
- Stealth Boy
- Intel Briefcase (3 of 10)

#### 4 Shallow Ramp Storage

The table containing the strewn items is the first of many to locate throughout this facility.

- Sniper Rifle
- Microfusion Cell (4)
- Frag Grenade (2)
- Frag Mine
- Missile (2)

### 5 Corridor Ledge

Frag Grenades are entertaining to use (from a distance), as you can blow enemies off the ledge and into the inky blackness below!

## 6 Storage Area

Near the door are more items to utilize. Vary your methods of foe disposal if you're running low on one type of ammunition.

- Ammo Dispenser
- Microfusion Cell (4)
- Frag Grenade (2)
- Frag Mine
- Missile (2)

## 7 Locked Storage Room and Terminal

It is imperative you unlock this door and grab the items inside if you wish to complete **Free-form Quest: Covert Operations**.

- Frag Grenade (2)
- Intel Briefcase (4 of 10)

## 8 Corridor Ledge

## 9 Secondary Warhead Storage

Enemy attacks occur with a little more efficiency here, as you can easily be outflanked; take your time to avoid this.

## 10 Storage Room

- Health Dispenser

### 11 Locked Storage Room

- Holotape: Overrun

## 12 Connecting Room

On the long ascent into the Primary Warhead Storage chamber, pause here to replenish your ordnance.

- Microfusion Cell (3)
- Frag Grenade
- Frag Mine (2)
- Missile (2)

### 13 Primary Warhead Storage

Steer clear of the hole in the center of this two-floor location, and beware of Cloaked Crimson Dragons.

## 14 Warhead Storage Exit

- Ammo Dispenser
- Health Dispenser
- Microfusion Cell (5)
- Frag Grenade (2)
- Frag Mine
- Missile (2)

### **B To Artillery Overlook**

This leads directly into Primary Location 3: Artillery Overlook (LAT 15/LONG 11).

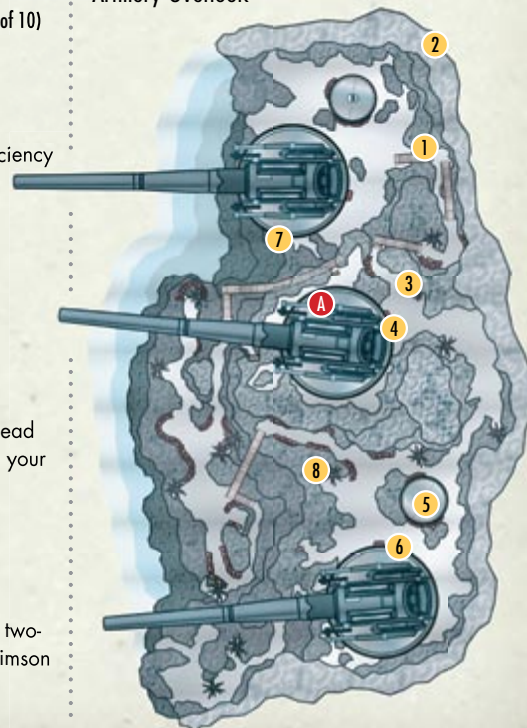
### 3: ARTILLERY OVERLOOK (LAT 15/ LONG 11)



- Threat Level: 3
- Faction: Chinese Army
- Guns and Ammunition
- Health and Chems
- Highly Visible Landmark

Three gigantic cannons are pounding away at Anchorage below and to the west as the Chinese operate these big guns in precisely the opposite manner in which they were intended to be used! Sergeant Montgomery offers you sage advice while you plant explosive charges on each of the three cannons. The simulation then shifts to the Anchorage battlefield.

## Artillery Overlook







### A To Chinese Artillery Outpost

This leads directly from Primary Location 2:  
Artillery Overlook Entrance (LAT 15/LONG 12).

### 1 Artillery Cannon #1 and Controller

Sneak or battle your way to the Controller on the side of this cannon and place a charge. Then stand well back!

### 2 Bunker

Beware of enemy troops; Inferno Units have been spotted in this area.

- Ammo Dispenser
- Health Dispenser
- Microfusion Cell (4)
- Frag Grenade (2)

### 3 Ammo Table

A lone table near the second artillery cannon rewards you with some additional weaponry.

- Ammo Dispenser
- Health Dispenser
- Microfusion Cell (5)

### 4 Artillery Cannon #2 and Controller

Sneak or battle your way to the Controller on the side of this cannon and place a charge. Then stand well back!

### 5 Bunker

Beware of cloaked and Flamer-carrying enemies in this vicinity.

- Ammo Dispenser
- Health Dispenser
- Microfusion Cell (6)
- Missile (2)

- Frag Grenade (3)
- Missile (2)

### 6 Artillery Cannon #3 and Controller

Sneak or battle your way to the Controller on the side of this cannon and place a charge. Then stand well back!

### 7 Lower Cliff Path (Sniper Point)

An alternate way to reach the cannons.

- Ammo Dispenser
- Health Dispenser
- Microfusion Cell (6)
- Frag Grenade (2)

### 8 Lower Cliff Path (Alcove)

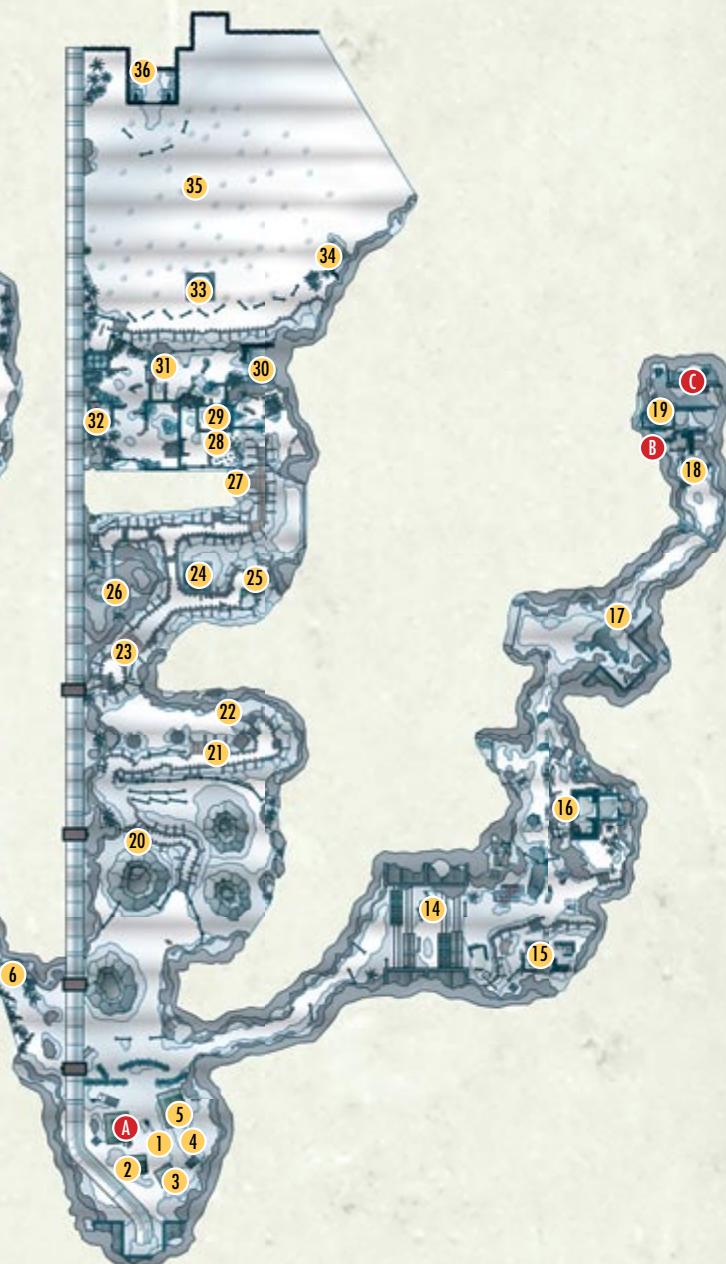
- Health Dispenser



Anchorage

## 4: U.S. ARMY FIELD HEADQUARTERS

(LAT 09/LONG 14)





- Threat Level: 4
- Factions: Chinese Army, U.S. Army
- Guns and Ammunition
- Health and Chems
- Collectibles: Holotape—Covert Operations
- Interior Exploration
- Perks!
- Inhabitants: American Grease Monkey, Doctor Adrienn Adami, General Constantine Chase, General Jingwei, Lieutenant Thomas Morgan, Quartermaster, Strike Team Unit, War Correspondent

The remainder of the simulation takes place in various linked locations throughout the battlefield, close to the city of Anchorage. The U.S. Army Field Headquarters, where you receive a briefing and choose Strike Teams for the three separate missions, is your initial location. Chinese Forward Camp Delta, an ice camp to the northwest, is the optimal next location to reach en route to the Chimera Depot, a Chinese plant where experimental tanks are refueled (but not for long). To the northeast is an Abandoned Mining Town, dotted with Chinese forces, followed by a ravine leading to a Listening Post. Stopping the Red Menace gathering intel here is of the utmost importance. The final two main locations are north of the Headquarters and consist of Trenches and the Pulse Field. The Trenches are a maze of pathways to navigate until you reach the Pulse Field. This mine field consists of dozens of Pulse Mines, which you must deactivate to allow the U.S. Army's Powered Armor units through to attack the final location: the Chinese Factory Compound. This is where you face General Jingwei and the last part of Operation: Anchorage.

### A To Command Tent

Speak with General Chase to obtain target information. Search inside the premises for items, and talk to Lieutenant Morgan for more intel and advice on choosing Strike Teams and selecting weapons.

While you're still inside the Command Tent, you can finish your inspection of the area by closely checking the Ham Radio to the left of the door. If you switch the Radio on, there's some (very) faint Morse Coded messages. Perhaps this, when translated, reveals something interesting?

- Recruitment Marker (5)
- Chems
- Explosive Charge (2)
- Holotape: I'm Okay

### 1 Montgomery and Strike Team

Rendezvous here with your old friend and the U.S. Army forces you've chosen for each of the missions.

### 2 Medical Bay

Speak with Doctor Adami or take her Holotape for some interesting information on General Chase.

- Health Dispenser
- Holotape: Psycho

### 3 Training Tent

A group of U.S. soldiers are exercising in here.

### 4 Quartermaster's Tent

Speak to the Quartermaster to obtain the weapons you chose back inside the Command Tent. A successful Speech challenge allows you to arm yourself with the Gauss Rifle.

- Ammo Dispenser
- Health Dispenser
- Microfusion Cell (5)
- Frag Grenade (3)
- Frag Mine
- Missile (3)

### 5 T-51b Preparation Tent

Grease Monkeys are prepping and fitting soldiers for combat with Winterized Power Armor, which you cannot wear.

### 6 Chinese Firing Squad

An American soldier is executing Chinese prisoners of war. Interrupt him, and face the wrath of the U.S. Army!

## 5: CHINESE FORWARD CAMP DELTA

(LAT 08/LONG 13)



### 7 Chinese Forward Camp Delta (Entrance)

After accessing some information from the terminal and fending off Guard Dogs and Chinese Soldiers, you can enter the main ice camp base via one of the tents.

- Chinese Terminal
- Ammo Dispenser
- Health Dispenser
- Microfusion Cell (5)
- Frag Grenade (3)
- Frag Mine (2)
- Missile (3)

### 8 Chinese Forward Camp Delta (Main)

It is imperative you enter one of the tents and grab the intel inside if you wish to complete **Freeform Quest: Covert Operations**.

- Intel Briefcase (5 of 10)

### 9 American Prisoner Soldiers

Use your accurate combat prowess to rescue your buddies from certain death, then claim the adjacent weaponry.

- Ammo Dispenser
- Microfusion Cell (3)
- Frag Grenade (2)
- Frag Mine
- Missile (2)

### 10 Icy Lake

Beware! Spider Drones are active in this area!

## 6: CHIMERA ARMOR DEPOT

(LAT 07/LONG 11)



### 11 Armory Depot: Metal Lookout Hut

Use this as cover as you enter the Depot. It is imperative you enter here and grab the intel inside if you wish to complete **Freeform Quest: Covert Operations**.

- Microfusion Cell (5)
- Frag Grenade (3)
- Frag Mine (2)
- Missile (3)
- Intel Briefcase (6 of 10)

### 12 Armory Depot: Fuel Tank #1

Attach the explosive and retreat to a safe distance.

### 13 Armory Depot: Fuel Tank #2

Attach the explosive and retreat to a safe distance. When both fuel tanks have exploded, you automatically return to the Command Tent.

## 7: ABANDONED MINING TOWN

(LAT 10/LONG 13)



### 14 Mining Town: Trainyard

Expect sniper fire as you approach the town, and use the carriages as cover.

### 15 Mining Town: Ruined Building

Beware of a Chinese Launcher dug in up here. It is imperative you locate the intel inside this structure if you wish to complete **Freeform Quest: Covert Operations**.

- Microfusion Cell (5)
- Frag Grenade (3)
- Frag Mine (2)
- Missile (3)
- Intel Briefcase (7 of 10)



## 16 Mining Town: Ruined Building (Inferno Unit Trap)

Exit after reacting to a Chinese Inferno Unit ambush. Once you head out from this building, you cannot return to earlier locations.

- Ammo Dispenser
- Health Dispenser
- Microfusion Cell (5)
- Frag Grenade (3)
- Frag Mine (2)
- Missile (3)

## 17 Mining Town: Ravine

This long and enclosed gulley has Sniper Units to defeat before you venture toward the Listening Post.

## 8: LISTENING POST (EXTERIOR; LAT 10/LONG 12)



## 18 Chinese Listening Post (Exterior)

### B To Listening Post (Interior)

This leads into the Listening Post (Interior), after you defeat the forces outside Secondary Location G: Listening Post (Interior; LAT 10/LONG 11).

### C To Listening Post (Interior)

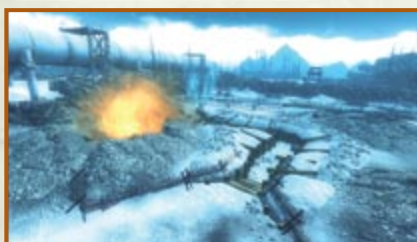
This leads from Secondary Location G: Listening Post (Interior; LAT 10/LONG 11).

## 19 Listening Post: Bunker

Beware of additional foes on this promontory and inside the bunker. When this mission is over, you automatically return to the Command Tent.

- Ammo Dispenser
- Health Dispenser
- Microfusion Cell (6)
- Frag Grenade (2)
- Frag Mine
- Missile (2)

## 9: BATTLEFIELD TRENCHES (LAT 09/LONG 13)



## 20 Trench

The start of a maze of Trenches, beginning with those held by U.S. forces. If you venture too far into Chinese territory without completing the two previous missions General Chase instructs you to finish, you are bombarded with Chinese artillery until you retreat or die.

### 21 Trench: Covered Section

It is imperative you locate the intel inside this structure if you wish to complete **Freeform Quest: Covert Operations**.

- Health Dispenser
- Intel Briefcase (9 of 10)



*Note*

You find Intel Briefcase 8 in a secondary location.

### 22 Trench

Face a variety of Chinese Soldiers, Inferno Units, and Launchers throughout your trek through this exposed gulley.

- Health Dispenser

### 23 Trench: Wood-Walled Area

- Ammo Dispenser
- Health Dispenser
- Microfusion Cell (3)
- Frag Grenade (2)
- Frag Mine (2)
- Missile (3)

### 24 Bunker

Turrets fire from this location, which you can't enter.

### 25 Trench: Dead-end

- Ammo Dispenser
- Health Dispenser
- Microfusion Cell (2)
- Frag Grenade (2)
- Frag Mine
- Missile (2)

### 26 Trench: Tunnel Dead-end

- Chinese Terminal
- Health Dispenser

### 27 Trench: Alcove

- Ammo Dispenser
- Health Dispenser
- Microfusion Cell (6)
- Frag Grenade (2)
- Frag Mine
- Missile (2)

### 28 Concrete Blocks

Outside and on the upper ground (compared to the Trenches), begin the final assault against the Chinese from this point. Expect U.S. Army reinforcements from now on.

### 29 Ruined Building

- Health Dispenser

### 30 Bunker

Access the terminal to deactivate the Turret.

- Turret Control Terminal
- Frag Grenade (3)

### 31 Ruined Tower Building

- Ammo Dispenser
- Health Dispenser
- Microfusion Cell (4)

- Frag Grenade (3)
- Frag Mine (2)
- Missile (2)

### 32 Ruined Building

- Health Dispenser
- Frag Grenade (3)

## 10: CHINESE PULSE FIELD (LAT 09/LONG 12)



### 33 Pulse Mine Field: Bunker

There are Chinese Soldiers to defeat, ideally by sneaking around to the entrance while your allied forces provide suppressing fire.

### 34 Pulse Mine Field: Lone Structure

It is imperative you locate this structure to deactivate the Pulse Mine Field and to find the final intel and complete **Freeform Quest: Covert Operations**.

- Intel Briefcase (10 of 10)

### 35 Pulse Mine Field

Due to your lack of Powered Armor, you can venture across this Pulse Mine Field without penalty, but you must destroy the Mine Field to finish the final mission.

## 11: CHINESE OCCUPIED REFINERY (LAT 09/LONG 11)



### 36 Chinese Compound

Inside the Factory Compound, you face your biggest challenge: a one-on-one battle with General Jingwei, a formidable foe. Via a Speech challenge, you can try convincing him to commit suicide. Otherwise, expect a hard-fought battle. It ends with you speaking to General Chase and the end of the simulation, returning you to the Outcast Outpost.



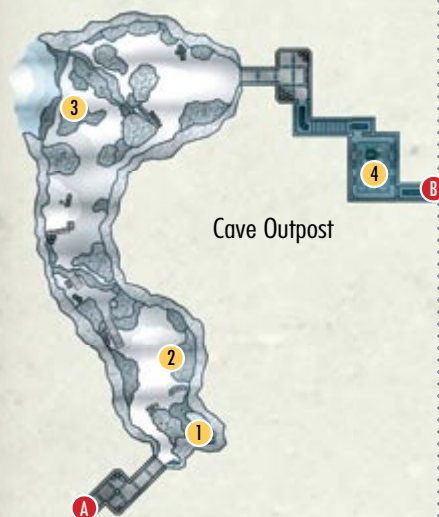
# Secondary Locations

## A: CAVE OUTPOST (LAT 16/LONG 13)



- Threat Level: 2
- Faction: Chinese Army
- Guns and Ammunition
- Health and Chems
- Rare or Powerful Item

This is a conduit between the Anchorage Cliffs. You must access this interior area to continue, which involves slaying Chinese Soldiers and checking the cave floor for the powerful Gauss Rifle, the weapon of a digitally deceased U.S. paratrooper.



Cave Outpost

### A To Anchorage Cliffs

This leads directly from Primary Location 1: Anchorage Cliffs (LAT 17/LONG 14).

### 1 Easily Missed Alcove

Don't venture too far into the cave without defeating the enemies; after vanquishing your foes, return to this alcove, where an old table holds a variety of helpful items.

- Ammo Dispenser
- Health Dispenser
- Chinese Assault Rifle
- Frag Mine (2)
- Frag Grenade (2)
- Microfusion Cell (5)

## 2 Fallen Paratrooper (Simulated)

The tattered remains of the paratrooper's parachute can still be seen if you look skyward. The main reason to search this location is the paratrooper's dropped weapon.

- Gauss Rifle

## 3 Chasm View

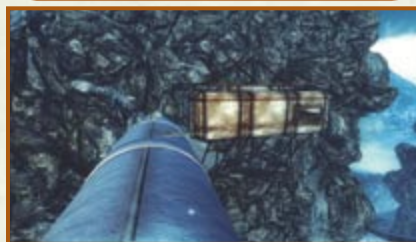
## 4 Montgomery Rendezvous Point

Expect your sergeant to drop down from a ceiling grating and accompany you from this point on.

## B To Anchorage Cliffs

This leads directly to Primary Location 1: Anchorage Cliffs (LAT 17/LONG 14).

## B: FIELD STORAGE (LAT 17/LONG 13)



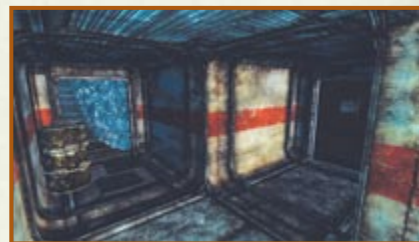
- Threat Level: 1
- Faction: Chinese Army
- Collectibles: Holotape—Covert Operations
- Chinese Terminal
- Intel Briefcase (1 of 10)
- Holotape: Bombardment

## C: FIELD STORAGE (LAT 16/LONG 12)



- Threat Level: 1
- Faction: Chinese Army
- Collectibles: Holotape—Covert Operations
- Intel Briefcase (2 of 10)
- Holotape: Goodbye

## D: CAVE PASSAGE (LAT 16/LONG 12)



- Threat Level: 2
- Faction: Chinese Army
- Guns and Ammunition
- Health and Chems
- Rare or Powerful Item

A smaller cavern containing a small entrance and exit and two Chinese Soldiers to nullify, this is a purely optional area to travel through. It allows you an alternate and slightly more advantageous route to the Chinese Artillery Outpost, which gives you a higher vantage point and extra cover when you emerge.



Cave Passage

### A To Anchorage Cliffs

This leads directly from Primary Location 1: Anchorage Cliffs (LAT 17/LONG 14).

### 1 Cave Passage Interior

Expect an enemy attack, but little else to occupy you except for an escape route.

### B To Anchorage Cliffs

This leads directly from Primary Location 1: Anchorage Cliffs (LAT 17/LONG 14).

## E: CHINESE ARTILLERY OUTPOST

(INTERIOR; LAT 15/LONG 11/12)



### Note

All locations and information for this area are detailed in the section for Primary Location 2: Artillery Overlook Entrance (LAT 15/LONG 12).

## F: COMMAND TENT

(LAT 08/LONG 14)



### Note

All information for this area is detailed in the section for Primary Location 4: U.S. Army Field Headquarters (LAT 09/LONG 14).

## G: LISTENING POST

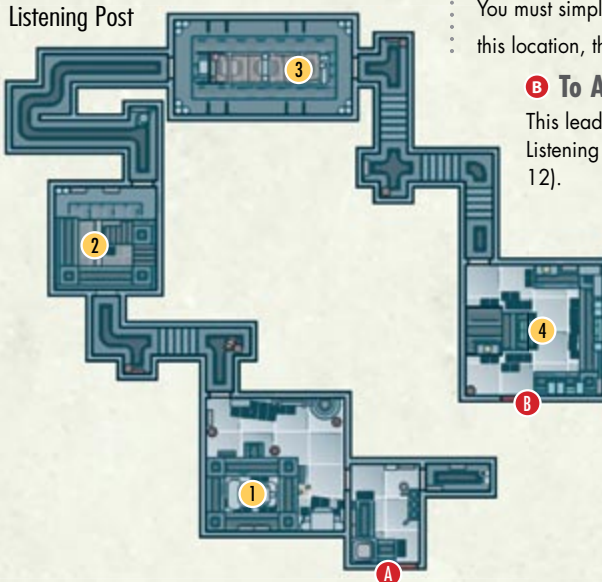
(INTERIOR; LAT 10/LONG 11)



- Threat Level: 3
- Faction: Chinese Army
- Guns and Ammunition
- Health and Chems
- Collectibles: Holotape — Covert Operations

The fourth location outside the U.S. Army Field Headquarters, the Listening Post interior is where the Chinese forces receive their intel and is the reason they can continuously bombard both Anchorage and the Trenches. Nullifying the forces inside the Listening Post is a key mission General Chase has ordered you to complete.

Listening Post



### A To Anchorage

This leads directly from Primary Location 8: Listening Post (Exterior; LAT 10/LONG 12).

#### 1 Generator Room

Expect Technicians and cloaked Chinese Soldiers in this location. Keep a slow and steady pace throughout to avoid being ambushed.

#### 2 Stairwell

There are three Chinese Dragoons in this area, making it a difficult area to take unless you are prepared. It is imperative you find the intel under the stairs if you wish to complete **Free-form Quest: Covert Operations**.

- Intel Briefcase (8 of 10)

#### 3 Cloaked Corridor Trap

Expect a trio of Crimson Dragoons to be waiting for you. Locate them using V.A.T.S., then manually aim at them until they decloak.

- Ammo Dispenser
- Health Dispenser
- Microfusion Cells (5)
- Frag Grenade (3)
- Frag Mine
- Missile (2)

#### 4 Command Room

You must simply dispatch all enemy forces from this location, then leave via the exit [B].

### B To Anchorage

This leads directly to Primary Location 8: Listening Post (Exterior; LAT 10/LONG 12).





## Chapter 9



## THE PITT

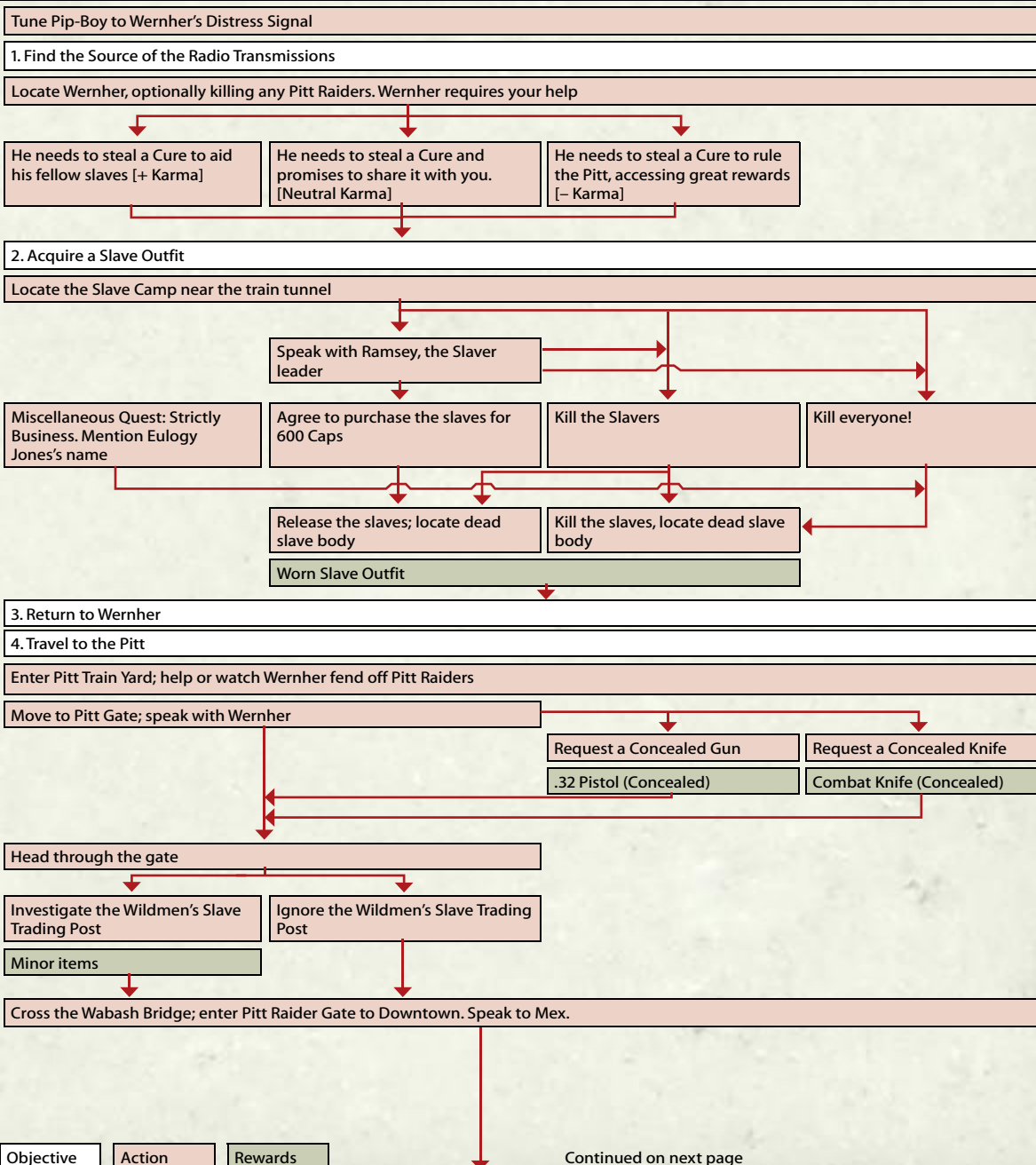


## Into The Pitt

## QUEST FLOWCHART

## MAIN PATH

Main Characters	Wernher, Ramsey, Prosper, Mex
Locations	Wernher's Radio Tower, Train Tunnel, Pitt Train Yard, The Pitt Bridge
Adv. Items/Abilities	600 Caps, Speech, Miscellaneous Quest: Strictly Business
Possible enemies	Pitt Raider, Slaver, Wildman



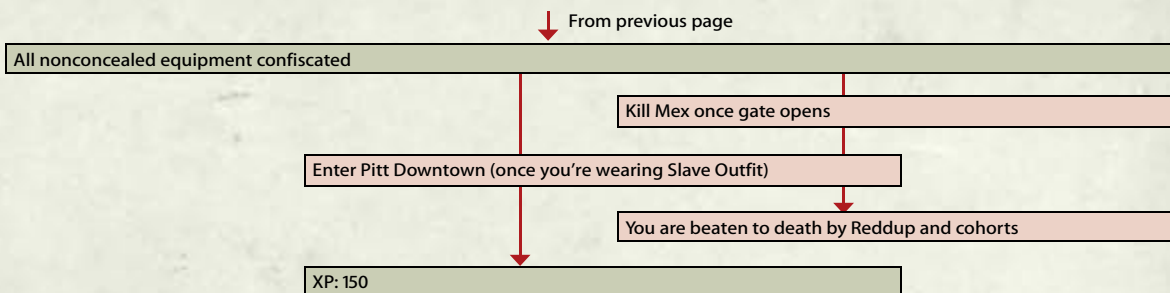
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Objective

Action

Rewards

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## CRACKLING COMMUNICATIONS



**Tip**

In order to maximize your enjoyment and life expectancy, this quest is ideally suited to be attempted midway through your Wasteland experience or later; you should be skilled in multiple forms of combat and have a reasonably high (50+) Computer Use or Lockpick skill (if you wish to locate every area in The Pitt).



A lone radio mast is under attack from a new kind of Raider.

Your Pip-Boy updates with an urgent message. It has picked up a powerful radio signal emanating from the Northern Wastes. Access the Data>Radio inside your Pip-Boy, and select "Outcast Distress Signal." Listen to a perturbed man named Wernher

request any help possible. Heed the message, and set off for a trek north.



### Wernher's Distress Signal

#### NEW OBJECTIVE

"Find the source of the radio transmissions" begins.

Your journey takes you to a lone radio mast located northeast of **Fort Constantine [LAT -17/ LONG 26]**. For a less hectic and rocky climb, try approaching from the southwest, heading up from the Fort; the ground is slightly less rugged. Brandish a favored weapon as you get close; a trio of Pitt Raiders is attacking a lone gunman. These foes sport slightly different armor. Fortunately, they die just as easily as normal Raiders! Whether you help the gunman or not, the Pitt Raiders are dispatched.

The lone gunman introduces himself as Wernher, and he's come from a place to the northwest known as The Pitt. Located outside the D.C. Wasteland, The Pitt is a nightmare, and Wernher's people are all working in enforced servitude. Wernher is a hunted man, especially because he is aware of the "cure," an antidote to the pervasive pollution of The Pitt.



Wernher explains that he requires your help to steal the cure for his fellow slaves.



Wernher reveals that he needs your assistance in stealing the cure and promises to share it with you.



Wernher mentions that when he has the cure, he will rule The Pitt and be in a position to offer you a great reward.

When you accept Wernher's offer to help him, he explains that The Pitt is heavily guarded. To stand a chance of survival, you must enter the area disguised as a slave. Fortunately, there's a nearby Slave Camp where you can procure such an outfit.

#### NEW OBJECTIVE

"Acquire a slave outfit" begins.

## A SLAVE TO FASHION

Set off for the Slave Camp, which is pinpointed on your Pip-Boy's World Map. Skirt around the north side of Fort Constantine, down a rocky outcrop, and across a hill until you see the remains of rusting train carriages. Welcome to Ramsey's Slave Camp. There are various ways to procure your outfit:



You can agree with Ramsey, completing a **Speech** challenge when he asks if you're here from The Pitt to buy slaves. You can free the three remaining slaves for 200 Caps each. You brought 600 Caps with you, didn't you? The pen gate is unlocked, and after an incredulous slave named Prosper, staggered by your kindness (or dumbness), leaves the pen, you can take the clothing from the dead guy on the mattress.

If Prosper is getting a bit mouthy, you can elect to wear his outfit or that of his brethren instead of the rotting slave's putrid outfit.

Alternatively, you can keep your Caps and jump down from the rocky outcrop above and into the pen itself. Ramsey and his gang don't take kindly to this trespassing, and you'll need to either slay them all or flee with the dead slave's clothes.

Or, you can wade in, killing everyone. There are four Slavers to tackle. Dispatch the slaves, too, if you cannot contain your bloodlust.



**Note**

Ramsey knows Eulogy Jones, and if you've begun **Miscellaneous Quest: Strictly Business**, Ramsey offers the dead slave's clothing for free.

The camp has a couple Cartons of Cigarettes to scavenge, as well as three Ammo Boxes near a mattress, which you can sleep on. Take the Worn Slave Outfit and wear it.



**Ammunition Box(3)**



**Worn Slave Outfit**

#### NEW OBJECTIVE

"Return to Wernher" begins.

Whether you've razed the Slave Camp or not, Wernher is calmly waiting for you near the ruined red carriage on the camp's edge. He congratulates you on your new attire after you put it on. Once you return with any provisions you need, Wernher agrees to meet you at the Train Tunnel to The Pitt; the tunnel is adjacent to this camp. As most of these provisions are likely to be stripped away later, now is as good time as time as any to enter the Train Tunnel.





## NEW OBJECTIVE

**"Travel to The Pitt" begins.**

But first you can ask Wernher about The Pitt's ruler (a strong boss known as Ashur) and Midea (another slave helping to organize the downtrodden, readying them for an uprising). You can also ask where everyone comes from and learn that they are born in The Pitt before their parents succumb to "the sickness."

In addition, you can inquire about how the city got started, the role of the Brotherhood of Steel, and symptoms of "the sickness" (. The city's steel mills are also in full production, although Wernher doesn't know why: Ashur is the one with the plan.

When you've heard enough, enter the large tunnel entrance and locate the metal door to Pitt Tunnel. Wernher is waiting for you on the other side with a handcart. (If you haven't talked to Wernher while wearing the Slave Outfit, he isn't here and you cannot continue.) With Wernher in tow, hop onto the handcart and select "Travel to The Pitt." You automatically trundle through a complicated network of tunnels and old highways that travel far to the northwest, to The Pitt.

**Caution**

Do you have any other pressing matters to attend to? A bomb to deactivate or explode, perhaps? A set of three Keys to return to a grumbling Ghoul? Or a doctor to rescue from a police headquarters? If none of your concurrent quests are as important as this, select "Travel to The Pitt"; you cannot return to the Capital Wasteland until you conclude your business at The Pitt.

**TROUBLE AT THE TRAINYARD**

You emerge from the Train Tunnel into a trainyard is teeming with Pitt Raiders, and their leader beckons Wernher over to converse. Step to Wernher's side, or take a defensive (but not aggressive) posture behind cover, atop the stairs, and optionally switch to V.A.T.S. to quickly ascertain where your targets are. An argument between the Pitt Raider and Wernher becomes more heated, with the Raider shouting that Wernher had "turned on the boss"; then Wernher shoots him.

Combat begins! Deal with the Pitt Raider atop the loading girders ahead (north) or the one atop the yard facade (west). Fire off final rounds as you head northeast, where two more Pitt Raiders try to take down Wernher, who exhibits exceptional pistol prowess. When the fracas dies down, inspect the corpse of each Pitt Raider, and optionally climb the roof of the yard facade. You can grab the following items now, but you'll be stripped of them shortly, so consider taking these on the way out:

**Combat Shotgun****Chinese Assault Rifle****Ammunition Box****RadAway (2)****First Aid Box**

Head northeast toward a locked gate. Wernher strolls up and opens it, but he says he can go no farther. He also warns you that the Pitt Guards up ahead are likely to strip you clean. Although worried, Wernher promises that all your belongings will be returned; he stakes his reputation on it! You're instructed to find a slave named Midea when

you get inside The Pitt; then gain access to Ashur and the cure. You can now do the following:

- » Continue, pretending to be a slave; you have no weapon.
- » Request a concealed weapon to sneak in. Wernher agrees, and you choose a gun or a knife.

**Tip**

You still have your collection of armaments with you, so use them until you reach the entrance to Pitt Downtown.

**Tip**

Check your Pip-Boy; it has been updated with all-new topography, including the location of Pitt Downtown, your next location.

**.32 Pistol  
(Concealed)****Combat Knife  
(Concealed)****VISIT PA. ENJOY YOUR STAY**

Proceed up the gravel road to a jumble of rocks and wreckage. Beyond the nearby Pitt Bridge lies the skeletal towers of a once-great city. While you're clambering over the rusting debris, poke around in the back of an overturned container truck; there are three Stimpaks to procure. To the northwest, there's a Slave Trading Post, now overrun by Wildmen! These are the maniacs Wernher warned you about.

Approach the ruins with due care, and systematically tag each of the five Wildmen as you spot them. Use the steps and rickety rooms they've constructed as cover, and when you've defeated all of them, search the corpses, then ransack their shelves (and the coffee table to the building's rear). There are two Cartons of Cigarettes on the picnic table that you can sell later. You can now approach the river's edge or the bridge.

**Rad-X****First Aid Box****Tip**

Wear your preferred armor until you reach a guy named Mex at the gates, on the bridge's other side. You can use the extra protection until the last possible moment.



The welcome sign is heavily worn, but you can just make out the old name of the city: "Pittsburgh"? Never heard of it.



### Caution

The Pitt's river is highly toxic, and you'll die in mere seconds from radiation poisoning if you're foolish enough to explore anywhere other than the bridge span.

Attempt to cross the rusting Wabash Bridge, and prepare for a vicious series of traps to impede your progress. Leap from vehicle wreck to vehicle wreck, as the tarmac ground is littered with Frag Mines. Slow your movement to a crawl so you can spot a Frag Mine nearby and retreat, or disarm it, adding it to your collection. It's usually safer to leap to the footbridge sections on either edge, then use the piled debris to leap back into the roadway when the way is blocked. Look down, though; the eastern footbridge section has Man-Traps!

As you head under the southern support archway, stay on the steel barrier to the bridge's side, near the overturned orange container truck, and pepper two Vicious Dogs with gunfire. Watch for more Frag Mines as you land on the road and then bound across the tops of the vehicles heading roughly north. Bullets begin to zing past you; use the overturned container, shrugging off the low-level Radiation, and try a long-range shot to drop the Pitt Raider sniper on the scaffolding under the north arch. Or, you can run east, hop over the steel barrier and onto the footbridge, and scale the ramped scaffolding to drop the troublesome punk at close quarters. Amid the Food and Drink, the following items can be snagged, and you can sleep here before continuing.



Frag Mines



10mm Pistol and Ammo



Ammunition Box

Descend back to the bridge roadway, leap across the remaining vehicles, and continue north, toward The Pitt's wreckage-filled city streets. Stay to the left (west) on the vehicles, as two slaves begin a spirited break for freedom but are torn apart by Frag Mines. There's little you can do to help and little to steal from the corpses, so don your Slave Outfit and turn right (east), watching for another Frag Mine near the military truck. Quickly check the alcove for a bed and some Whiskey. Locate the heavily fortified gate at the street's end. Two possibilities now occur:

1. If you're wearing your Slave Outfit, you're beckoned forward by a gun-toting Mex, gate guard and foul-mouthed Pitt Raider. He "hits the jackpot" and confiscates your entire inventory! He curtly instructs you to get to work, so pass the locked safe and enter the gate marked "The Pitt."
2. If you're in your regular garb, Mex simply refuses to let you in, and the gate remains sealed. Retreat out of Mex's field of vision, and reappear wearing the Slave Outfit, or you'll never meet Midea!

You can also wait for the gates to open, and then attack Mex and the two Pitt Raider gate guards, using your bare hands or anything you pick up from the first Pitt Raider you slay. However, the safe is still locked tight, and there's an unpleasant surprise (courtesy of a man named Reddup) waiting for you when you enter the roll-up entrance door.

XP

150 XP



## Unsafe Working Conditions

### QUEST FLOWCHART

	MAIN PATH	OPTIONAL PATH
Main Characters	Reddup, Adan, Midea, Kai, Jackson, Hammer Marco, Everett, Spook, John Bear, Grudd Bear, Gruber, Faydra, Krenshaw	Milly, Wild Bill
Locations	Pitt Downtown, Midea's Quarters, the Mill, Abandoned Area, Pitt Steelyard, Supply Plant, the Arena	Pitt Downtown, Abandoned Area, Pitt Steelyard, Supply Plant
Adv. Items/Abilities	—	—
Possible enemies	Trog, Wildman	—

1. Make Contact with Midea

Explore Pitt Downtown

Speak with Adan

Enter the Mill

Meet Midea in the alleyway

2. Meet with Midea in Private

Enter Midea's Quarters

Violence against Pitt Raiders at any time results in a hopeless fight to the death

Continued on next page

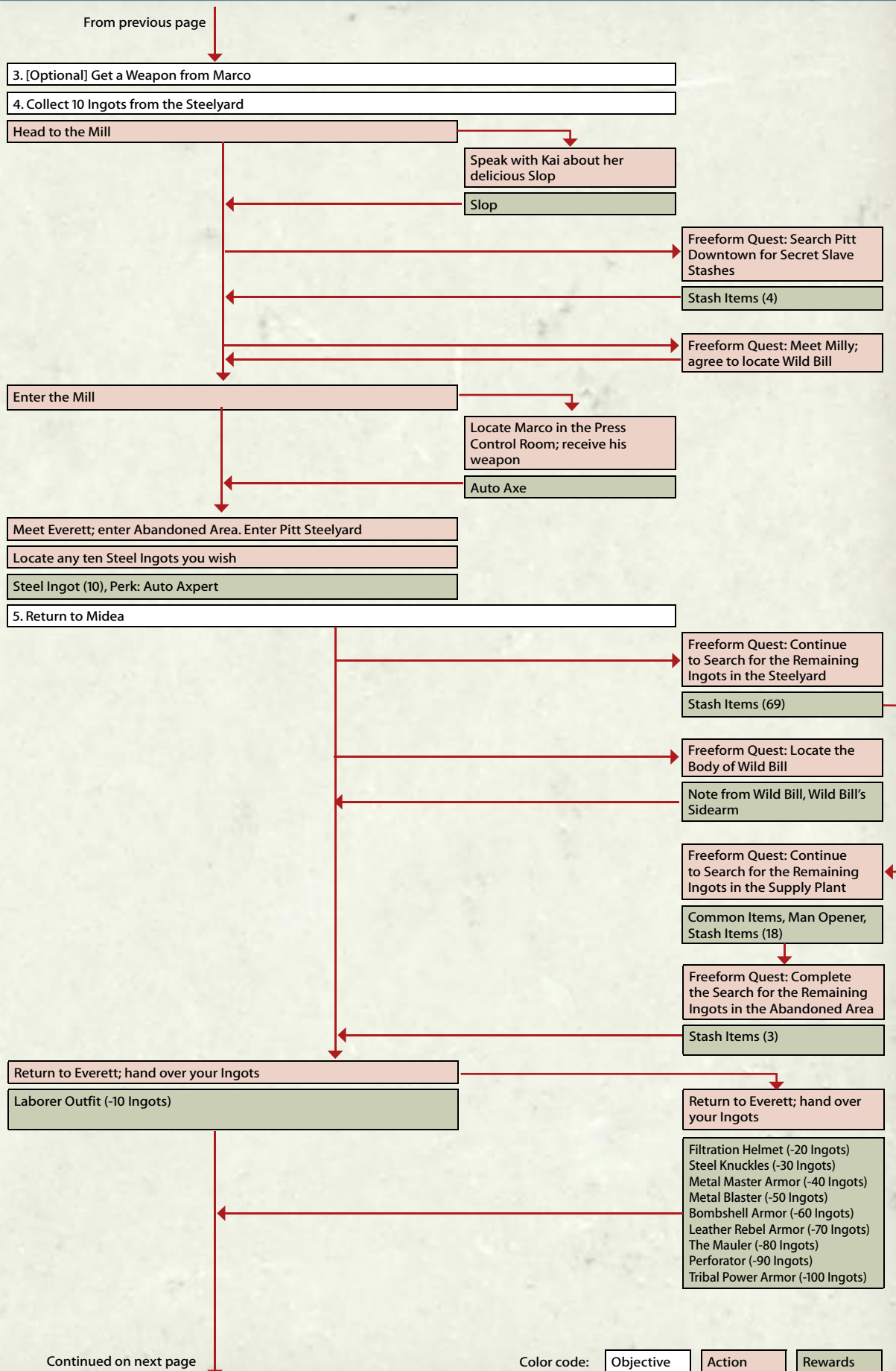
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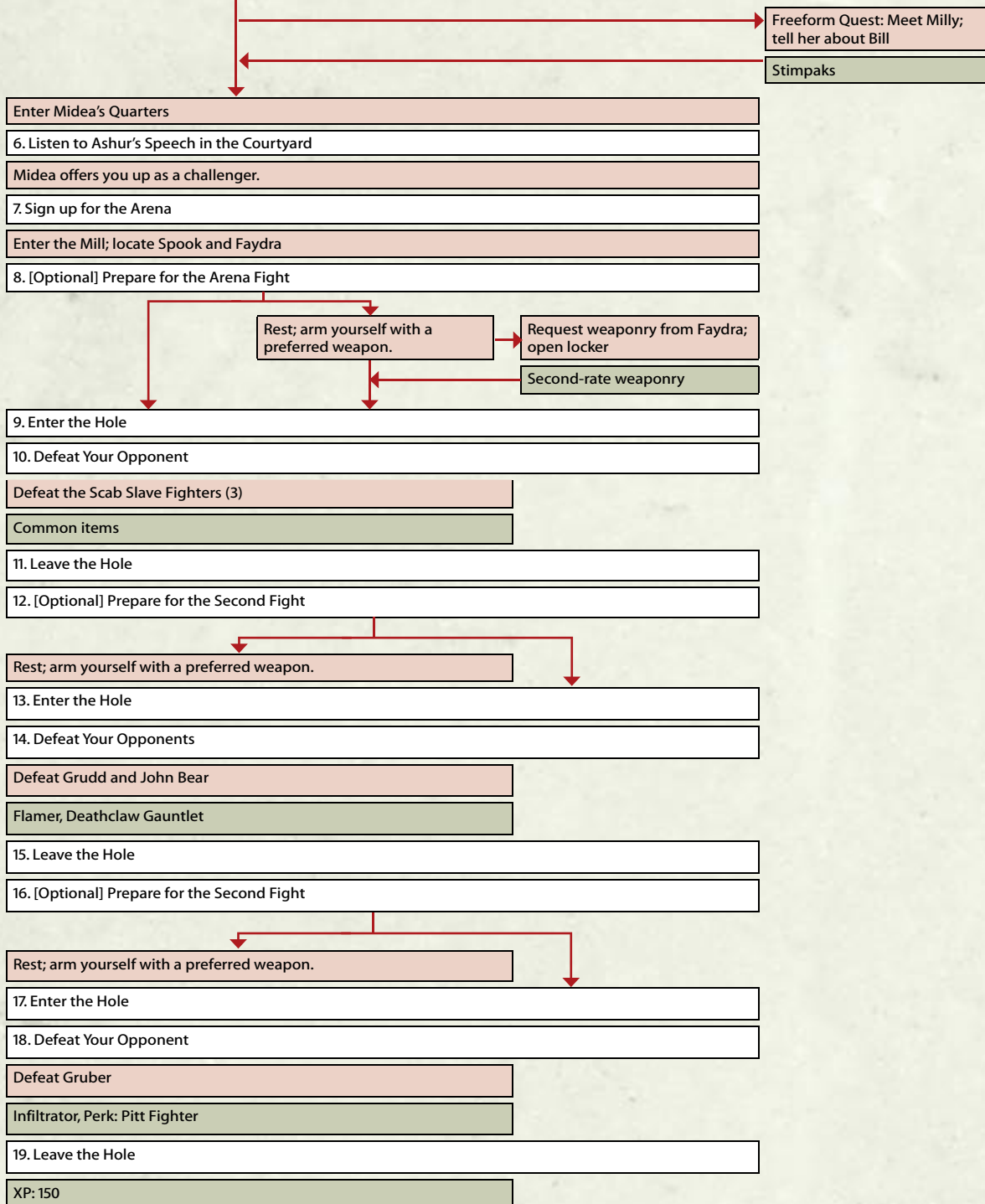
Action

Rewards





From previous page







## DIRTY OLD DOWNTOWN



### Pitt Broadcast Signal

#### NEW OBJECTIVE

"Make contact with Midea" begins.

Once through the gates, you appear in The Pitt's downtown area. If you shot Mex before entering this location, you are immediately stopped by a frightening-looking man with an equally scary-looking skin condition. This is Reddup, and he orders his goons to beat you to unconsciousness. Therefore, you must enter Downtown without incident. Step into the main Downtown courtyard and explore several interesting areas. Or, you can head straight to Midea's location.



### Caution

Using either your concealed pistol or knife, you can attack The Pitt Guards, the slaves, or both. However, this causes The Pitt's population to turn on you, making this quest almost impossible. A much more strategic plan is to bide your time before massacring any inhabitants.

A few steps from the outer gate where you came from, a Pitt Guard has three Pitt Slaves lined up and is admonishing them. Figuring they are expendable, he plants a bullet into each of them and casually walks off. You can inspect the bodies (there is little except the tattered clothing they died in), but the Guard isn't talking. Leave the Guard alone, or you face the wrath of The Pitt Guards; you're meant to be undercover, remember?



When they aren't collapsing, dying of malnutrition, or being wracked with "sickness," slaves are put to work in steel production.

The main square has been turned into a processing area where Pitt Slaves cut down steel girders with dangerous bladed tools. Others are using blowtorches or stoking furnaces. A mixture of fatigue and fear prevents them from conversing with you. Around the square are scaffold balconies with patrolling Guards. A menacing Slave Master oversees the workers.

You may tune your Pip-Boy to The Pitt Broadcast Signal, a series of supposedly uplifting speeches from Ashur. You don't think the slaves are buying it, at least until you head north toward the entrance to the Mill and encounter a spot-welder working on coach wreckage. This is Adan, and he's accepted his lot in life. He's even memorized a passage from one of Midea's ancient books and quotes it to you. It is from the Tao Te Ching, and Adan's taken it to mean he shouldn't be miserable, as his current enslavement is misery enough.



### Note

You can enter the Mill right now, but it's thoroughly recommended you head there with a purpose and plan first: go to Midea instead.

#### FREEFORM QUEST

##### Secret Slave Stashes

While you're near Adan, check the rubble pile next to his coach. Half-buried inside is a Broken Hydrant. This is the first of four Secret Stashes located in the Downtown area and can be ransacked once for a healthy prize.



#### Freeform Objective: Broken Hydrant Stash (1 of 4 Stashes)

Head east, into the narrow street between the buildings, and a woman named Midea greets you, thankful that Wernher has finally found someone to help them. She can't talk in the open with you but advises you meet her in her house, which is close by. Continue looking around, or follow Midea around the corner and into a rather depressing Market Square to the northeast. There's scaffolding everywhere and a locked gate that leads up to the walkways above. You can't access this yet, but you can inspect Kai's rudimentary Slop stall. She doles out the Slop if you request it, and the health benefits are much less impressive than resting on the nearby mattresses. Come back for more if you need the additional Health (and Radiation) increase.



#### Slop

WG 1, VAL 5, Rads +21, HP +25

#### NEW OBJECTIVE

"Meet with Midea in private" begins.

#### FREEFORM QUEST

##### Secret Slave Stashes

In the alcove adjacent to Kai's Slop shop, locate the Broken TV on the stand. Pry this open for the second of the four Stashes. Pass the pillory. Before you head toward Midea's house, you can check the alley to the north. It turns west and leads to two dead-end alleys. Inspect the rusting Engine Block for a third Stash. Then move west and inspect the Hidden Vent Stash on the north wall. This concludes your Stash hunt; you should be well-equipped with Stimpaks by now.



#### Freeform Objective: Broken TV Stash (2 of 4 Stashes)



#### Freeform Objective: Engine Block Stash (3 of 4 Stashes)



#### Freeform Objective: Hidden Vent Stash (4 of 4 Stashes)

Enter Midea's Quarters off the Market Square, and she immediately gets down to business—you're to infiltrate Ashur's palace. However, to keep the operation clandestine, you're to blend in with the local populace, so Midea sends you out to complete a job: locating and gathering old Steel Ingots outside of the Mill. Every so often, the Mill's foreman puts out a work order to collect them.

You can also ask about gaining weapons. Midea says the dead explorers in the Steelyard may have some, or Marco in the Mill. Your chat is broken up by a Guard named Jackson, who wants a work order fulfilled and pronto! You still have time to talk to Midea about the cure, her life, and the Brotherhood Scourge that ravaged the place 30 years ago. Shockingly, this actually improved the living conditions! Now head out of Midea's Quarters.

#### NEW OBJECTIVE [OPTIONAL]

"Get a weapon from Marco" begins.

#### NEW OBJECTIVE

"Collect 10 Ingots from the Steelyard" begins.

#### FREEFORM QUEST

Wild Bill's Last Stand (Part 1 of 3)

Move south out of the alley, and you're likely to be stopped by a sickness-ravaged slave named Milly. She's worried about her friend Wild Bill, who volunteered to search the Steelyard for Ingots. That was a week ago, and she hasn't heard from him. Agree to look for him and bring him back to her before you continue.

#### NEW OBJECTIVE [1 of 3]

Locate Wild Bill.

## THE SMELTING POT

Head past the merry Adan and enter the Mill, a hive of enforced workers tending to smelting steel. After checking the lockers at the front entrance platform for items, enter the facility. Head west to see liquid ore being poured and tall scaffolding walkways. You can't ascend to those walkways yet. Soon you reach a large hole in the shop floor. This is the Arena, where slaves are pitted against other desperate men in gladiatorial combat in hopes of winning their freedom. The Arena is closed currently. To the southeast is a raised area with an Ammo Press Terminal. Unfortunately, you aren't authorized to use it.

On the Mill's north side is a fenced off area with a sealed gate, leading to the Arena. Someone is standing guard here, but this is another area you can't reach yet. Make a mental note of this location, then head north, past the entrance to the Steelyard. You're after a weapon courtesy of a man named Marco. Turn another corner and head east. Halfway along this thoroughfare is a locked gate guarded by an unpleasant Pitt Raider called Hammer. To the south are rusting steps that lead up but eventually tilt and break apart, ending nowhere. Climb the front steps of the brick building in this area, and enter. Head south into the Rotary Press Control Room.

Marco is located here, with a furrowed brow and malfunctioning presses to deal with. He speaks in hushed tones, and once you're civil to him, he gives you an Auto Axe. Marco makes them out of the old car parts the breakers drag in from the city. There are two terminals you can activate here, too, allowing you to select an Emergency Stop to the Rotary Presses. This isn't necessary, so brandish the Auto Axe and make your way to the Steelyard entrance.



#### Auto Axe

DAM 18, WG 20, VAL 41



### Caution

Getting a little too "stabby" with the Auto Axe meets with fierce resistance from The Pitt Raiders. If you want to increase your chances of death exponentially, try this plan, which is an exceedingly bad idea. You are attacked by all The Pitt Raiders in the immediate area and are shot on sight when you leave.

With the Mill fully explored, meet Everett, who takes you to a deadly Ingot-collecting objective..



Locate Everett, who's in charge of sending slaves into the Steelyard to hunt for Steel Ingots. He's waiting nearby and beckons you to follow him. You wander through his office, which has several generally useless items you can take around and behind his desk. He ushers you toward the door to Abandoned Area. The reason for this chamber's name becomes clear as Everett walks you through the scaffold cages. Some things are scampering about above you! You can't quite make out their shapes, but they're strange and disconcerting to view. A quick V.A.T.S. target reveals them to be Tregs. Ignore them for the moment, and move to the area's western end. While Everett has a smoke and, with a knowing smile, resigns himself to losing yet another slave, enter the Steelyard.

## THE GREAT STEELYARD SEARCH



### Note

The following sections detail the entities, and more importantly, the Steel Ingots available in the Steelyard, Supply Plant, and Abandoned Area. Collect these Ingots in any order you wish; the following is simply the optimal path.

LOCATION	NUMBER OF INGOT PILES	TOTAL NUMBER OF INGOTS AVAILABLE
Steelyard	26	79
Supply Plant	4	18
Abandoned Area	1	3
Total	31	100

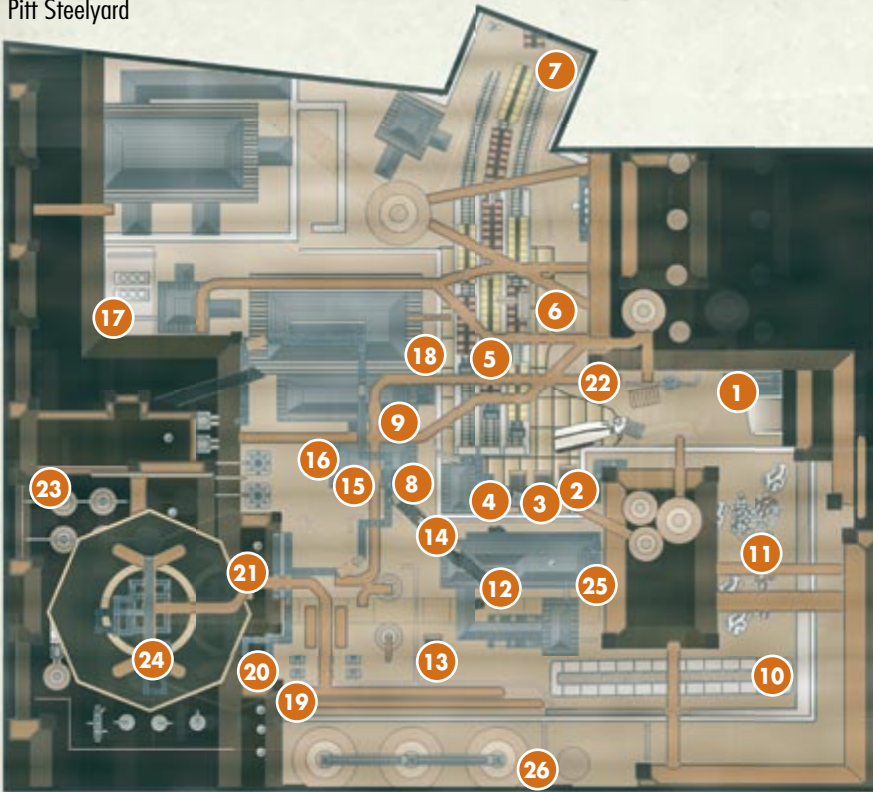
### FREEFORM QUEST: MILL WORKER

- » The first ten Ingots are all you need to complete your current objective.
- » For every ten Ingots you return to Everett, you receive a unique item (detailed after the search is complete).
- » You can search for Ingots at any time, although it is highly advantageous to keep Everett alive so you're rewarded.
- » Collect every single Ingot (100) to receive the Mill Worker achievement.





Pitt Steelyard

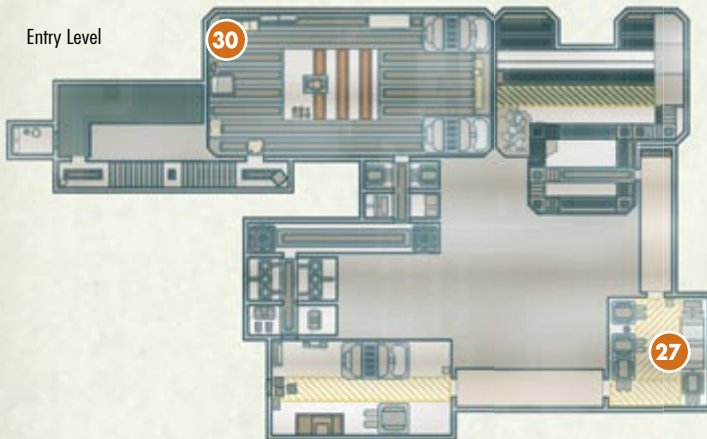


Abandoned Area

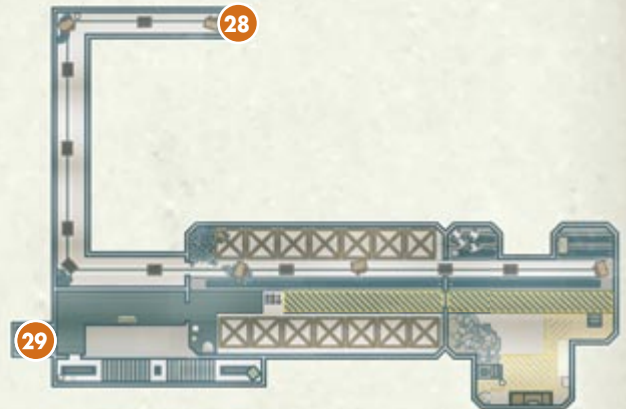


Supply Plant

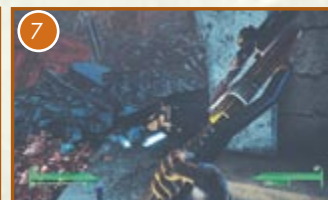
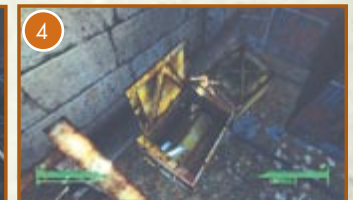
Entry Level



Lower Level



Ingot Locations (1–8)





### Ingot Locations (9–31)



#### MANDATORY INVENTORY: INGOTS 1-11

**1** From the Steelyard entrance, step forward a few paces, and take the two Ingots near the body of a Pitt Slave. There are also 5.56mm Rounds and an Assault Rifle to bag.



**Assault Rifle and Ammunition**



**Steel Ingot (2)**

**2** Drop to the ground, heading west to a makeshift ramp that leads to the roof of a rusting truck. There are three refuse skips to your left. Jump to the nearest one, and pick two Ingots from the debris on top.



**Steel Ingot (2)**

**3** Turn right (west), and leap to the second refuse skip. There are two Ingots atop the debris in this container.



**Steel Ingot (2)**

**4** Continue west to the top of the third refuse skip, then peer over the side to an open Dumpster containing a dead Pitt Slave. Secure three Ingots from the Dumpster.



**Steel Ingot (3)**





5 Turn and face northwest. Directly ahead are some rusting stairs. Ascend around the corrugated shack to a plank leading to a large concrete wall. Don't head through the mesh fence, but instead turn north. Walk along the edge of the concrete wall. Turn east, carefully jumping atop the narrow railway girders, and drop onto the middle line of carriages stretching north. Head onto the brown carriage to procure two more Ingots. Providing you now have ten or more Ingots, you are immediately awarded the Auto Expert perk.

**Steel Ingot (2)****Auto Expert**  
**+25% DAM when using**  
**Auto Axe****FREEFORM QUEST****10 of 100 Steel Ingots located.****NEW OBJECTIVE****"Return to Midea" begins.****Note**

You can return to Midea at any time from this point on. The remaining 89 Steel Ingots are listed here, so you know the dangers present as well as the rewards. The main path continues in the "Meeting Midea Again" section.

**OPTIONAL INVENTORY: CLEARING THE STEELYARD****Note**

The following shows the locations of all the remaining Ingots—and nearby enemies and items—in the Steelyard.

6 From the top of the train carriages, face east and leap to a lone refuse skip, which is near a mesh fence and the lit entrance to the Supply Plant. There are three Ingots atop the debris in this skip.

**Steel Ingot (3)**

By now you may have noticed a Pitt Slave working with an Auto Axe behind a mesh fence. Did you hear the screaming too? The man is savaged by a crouching, naked beast. Get behind the mesh fence by unlocking the gate near Ingot Location 6. Ready your weapon and react quickly to this leaping Trog! Alas, there's little you can do to revive the slave, and with no items to take, backtrack to the Supply Plant door. You can enter this at any time. Decide to continue, and you pass a bank of Protectrons before heading toward a blocked tunnel at the Steelyard's far north end. Brandish your favored weapon and cut down a group of three more Trogs!

7 Continue north, into the entrance to the blocked tunnel, and take the two Ingots near the slumped Pitt Slave's body, near the pile of gore. Then move over the wrecked carriages to the other tunnel entrance, where you'll find a Manhole Entrance to The Pitt Underground ("Power Plant" is daubed on the wall). It requires a key to enter, which you don't have.

**Steel Ingot (2)**

8 Return to the steps around the corrugated building, near the Dumpster (Ingot Location 4) and rusty truck. Expect combat with at least three Trogs. Climb the steps again, cross the plank, and this time head

through the gap in the mesh fence. Turn left (south), but before you open the gate, look right (west), and enter the metal hut. On the shelves are two Ingots, two RadAway, and two First Aid Kits.

**RadAway (2)****First Aid Box (2)****Steel Ingot (2)**

9 Head back out of the metal hut, then turn and travel north, away from the gate. Move around the side of a corrugated building on the western side of the mesh fence. Turn left (west) into a barrel-strewn alcove where two more Ingots are located.

**Steel Ingot (2)****FREEFORM QUEST****20 of 100 Steel Ingots located.**

10 Now open the gate, pass through, and sidestep left (southeast) a little so you're moving around the base of another corrugated metal building. Turn left at the single refuse skip, and pass spotlights and steps attached to the building as you head east. This becomes the sloped grating above a storm drain. Slumped against the storm drain pipe is a Pitt Raider's body near two Ammo Boxes, an Assault Rifle, and three Steel Ingots.

**Ammunition**  
**Box (2)****Assault Rifle****Steel Ingot (3)**

11 Tread carefully into the clusters of abandoned and radioactive barrels. Cut down a couple Trogs and locate three Steel Ingots in the middle of the barrel dump.

**Steel Ingot (3)**

12 Retrace your steps back up the sloped storm drain grating. Look to the right (north) for a gate between the two buildings. Enter the gate, dispatching a Trog or two, then turn left (west). Look for two more Ingots near a First Aid Box and a gore pile, in a small courtyard in the middle of the corrugated metal building, at the base of a girder tower.

**First Aid Box****Steel Ingot (2)**

13 Climb any of the steps attached to the corrugated metal building, step onto the roof, and engage any Trogs before moving to the roof's southwest corner. Leap across to the single refuse skip you passed earlier, en route to Ingot Location 9. On top of the debris in the skip are two more Ingots.

**Steel Ingot (2)****FREEFORM QUEST****30 of 100 Steel Ingots located.**

14 Return to the corrugated metal building's roof. This time locate the fallen girder tower and head northwest across it. There are two Steel Ingots in the middle of this makeshift girder bridge.



### Steel Ingot (2)

**15** Once over the makeshift girder bridge, locate the stairs on your left with the slumped Pitt Slave at the top of them. Descend the stairs, then look under them for two Ingots, behind a pile of tires by the corrugated shed.



### Steel Ingot (2)

**16** Ascend the stairs you just came down, and onto the shed's roof; turn and face west. Move west around the roof's edge, then take a few steps north to the top of a set of rusting shelves containing two Ingots. Next, drop down and locate the rusting shelves of engines and other parts. There are two more Ingots on one of the shelves.



### Steel Ingot (4)

**17** Stay on the ground near the shelves and walk north, between the brick building on your left and another corrugated structure to your right. At the corner of the brick building, turn left (west), and squeeze down the gap between the brick building and yet another corrugated structure. You emerge as two Wildmen attempt to tackle some Trog. Kill whoever wins, then inspect the ore cart. Inside are four Ingots, as well as Ammo and First Aid Boxes.



### Ammunition Box



### First Aid Box



### Steel Ingot (4)

#### FREEFORM QUEST

**40 of 100 Steel Ingots located.**

**18** Move north past the group of transformers to the long stone wall and head east along it to a mesh wall on your left (north). Keep going, through the scattered barrels; at the corner of the fence, you're forced right (south). Lying at the end of this route is a dead Pitt Slave, near his Combat Shotgun, and two Ingots.



### Combat Shotgun and Ammo



### Steel Ingot (2)

**19** Retrace your steps back to the stairs near the corrugated shed, above the pile of tires (Ingot Location 15). Don't climb these stairs, but instead investigate an unexplored area to the southwest. Continue to the corner and you'll spot a set of steps leading up the side of a large brick building, near some cylindrical generators. At the landing atop the first set of steps, ignore the body for and leap over the railing to the east, landing on a generator. Turn south and leap over the barbed-wire mesh fence, landing near some huge pipes. At the base of the large vertical pipe is a dead slave and two Ingots. Use the generator and plank to scale the fence and head back up the stairs.



### Steel Ingot (2)

#### FREEFORM QUEST: WILD BILL'S LAST STAND (PART 2 OF 3)

**20** At the top of the stairs lies the slumped form of Wild Bill, The Pitt Slave Milly pleaded with you to find. She isn't likely to take this news well. Check Bill's corpse for evidence, which includes his rather fine sidearm and a note, among other usual items. Pocket these and the two Steel Ingots he was coveting.



Wild Bill's been outdrawn in this hellhole. Ransack his corpse, though; you'll need the evidence to present to Milly.

#### NEW OBJECTIVE [2 of 3]

**Locate Wild Bill!**



#### Note from Wild Bill

"I'm not going to make it, Milly..." A grim note.



#### Wild Bill's Sidearm

**DM 9, WG 2, VAL 106 (.32 Ammo)**



### Steel Ingot (2)

**21** Pass Wild Bill and head up the stairs he's slumped against, readying your weapon to slay a couple Wildmen who have set up a ramshackle hut atop the roof of the brick building below. Slay them, then check the structure's roof for three Ammo Boxes (one is Locked). There are two more in the hut, along with a First Aid Box and two Ingots. Use the bed mattress if you need to.



### Ammunition Box (5)



### First Aid Box



### Steel Ingot (2)

#### FREEFORM QUEST

**50 of 100 Steel Ingots located.**



#### Note

Remember this location and the sealed and barricaded door adjacent to this hut; you return here later in this quest.

**22** Turn and face east, moving onto the narrow walkway with the rusting pipes snaking near to it. Follow the walkway north, readying a weapon to dispatch a group of Trog moving along the intersecting pipes. Continue on the walkway, over and under pipes until you're almost at the roof of the next building. Now jump east, landing on the parallel pipe. Follow the pipe east, being careful you don't fall to your death into the trainyard below. Blast the waiting Trog, and pick the two Ingots out of the gore pile at the horizontal pipe's end.



### Steel Ingot (2)

You're halfway to perfection! Return from the pipe and land on the walkway. Turn north and move across the planks to reach the stairs atop the building roof. Follow the walkway around some cylindrical





pipes and chimney funnels, then go west to a battle with a Wildman. Continue up the stairs riveted to the side of the massive blast furnace. When you reach the roof, the blast furnace stretches skyward, to the south.



- 23** Move south, turning right (west) as you reach the giant blast furnace cylinder. Squeeze between it and a wall, then head northwest to the corner of the roof near the domed containment tank roofs. In the far corner, a Trog is munching on a small pile of "meat." Dispatch the beast, then gather the four Ingots and open the First Aid Boxes near The Pitt Slave's corpse.



**Steel Ingot (4)**



Scout around the south side of the blast furnace roof before you climb the suspended gantries on an insane ascent into the belching, smoking skies! Expect to defeat a couple Wildmen before you reach the gantry steps and another on the

steps themselves. You finally arrive at the open furnace, a huge circular hole with four Wildmen and a turret system on high alert. Plan your attack carefully, staying behind cover and attacking one Wildman at a time.



Move clockwise so you can easily reach the wall terminal. Use your **Science** skill to hack it, deactivating the troublesome turret.

- 24** After defeating all foes, head up the next set of steps, ascending to a catwalk landing above the circular pit. Look for the suspended gantry steps continuing to the south and keep climbing. After another landing, head to the structure's summit. A fall here means instant death, but the trek is worth it; at the very top is a platform with two First Aid Boxes and a stash of 12 Ingots.



**First Aid Box (2)**



**Steel Ingot (12)**

#### FREEFORM QUEST

60 of 100 Steel Ingots located.

- 25** From the blast furnace's top platform, you can descend via the gantry steps, or if you're feeling reckless, you can face east and leap down onto the series of pipes and girders. Stay above an extremely long, steep ramp heading down and to the east. If you leap down onto the pipers and girders, land on it and follow it down to the platform attached to the brick building. This trek also pays dividends; there are seven Ingots in a pile here.



**Steel Ingot (7)**

#### FREEFORM QUEST

70 of 100 Steel Ingots located.

- 26** Getting the last cluster of Steel Ingots takes a little planning and involves returning back up the long ramp you just descended and moving down the remaining suspended gantry steps. You must fend off Trog on the way in order to reach the main reactor furnace roof at the same level where you spotted the Trog eating the gore pile at Ingot Location 23. However, you must face east at the southeast corner of the roof and drop to the lower building's roof. Then drop again onto a metal platform running the length of three massive container tanks. Continue east until you reach the mesh fence, then turn right. The final Ingots are hidden behind the last container, near a slave corpse.



**Steel Ingot (4)**

## OPTIONAL INVENTORY: SUPPLY PLANT ECONOMICS

Check your inventory, and count the number of Steel Ingots you have; it should number 79, assuming you haven't abandoned the search and already delivered some Ingots back to Everett. Whether you have all the Steelyard's Ingots or not, you are encouraged to search a nearby Supply Plant building. The door is near Ingot Location 6, adjacent to the Protection Pods. Enter the plant, and you'll see a long corridor stretching off, with a sealed hatch door to your left (north). Head east to the slumped Factory Protectron you can scavenge for Energy Cells. Then quickly check the Turret Control System.



Use your **Science** skill to hack into this terminal to switch the turrets off. You'll spot their location in minutes if you don't!

- 27** Continue east to the corner. A couple Wildmen sprint past you without resorting to violence, which is puzzling—until you're overrun with four Trog! Back up and blast or saw away at these sinewy freaks. If either of the Wildmen are still alive, they rush for the exit door. You can shoot them back in the Plant or back in the Steelyard. Return to the generators where you saw the Trog, and find three Ingots here.



**Steel Ingot (3)**

#### FREEFORM QUEST

80 of 100 Steel Ingots located.

There's a wall terminal on the north wall; access it to read the statements from "Management" regarding ancient altercations between man and machine.

Head to the end of this corridor, pausing to open a First Aid Box on some shelves before turning left (west) and moving across a high walkway. Below, you can see three Trog feasting. You can slay them from this position (get some shots in before they scamper under the walkway and gambol up it to savage you), or head around the gantry and down the steps to the factory floor, attacking the Trog in a group; this is messier and more dangerous. There's an active Protectron Pod in the corner of the area with the sofa and doorless fridge, but it isn't ideal for hiding from Trog; the sliding door opens seconds after you flick the switch and step inside!

Head north, onto the cart track conveyor corridor where the Troggs were feasting. There's a mattress, Beer, and an Assault Rifle in the corner, and a nasty Grenade Trap near the two pipes and cart containing the Protectron. Remember to slowly search for the trip wire and deactivate it. Head west along the cart-filled corridor to a narrow set of shelves with two First Aid Boxes, an Ammo Box, and some Chems.



There is still a working Protectron to your left, in the alcove with the Automated Maintenance Terminal. Use your **Science** skill to hack it to open the pod, and watch the Protectron slowly plod around. He isn't any match for some of the more enthusiastically violent enemies in here, though.



**First Aid Box (3)**



**Assault Rifle**



**Ammunition Box**

**28** There are two passages at the narrow shelves. Take the right one; the cart tracks wind around to a group of Wildmen armed with Flamers. Flush them out with well-thrown Frag Grenades, then backtrack to hide behind the many rusting carts littering the track. When all the Wildmen have fallen, inspect the area for their gear, and search a debris pile by an overturned cart for eight Ingots.



**Steel Ingot (8)**

#### FREEFORM QUEST

**90 of 100 Steel Ingots located.**

**29** The secrets of the Supply Plant's past are hidden here: Take the other passage from the narrow shelves to a locked door near a staircase.



Wrestle with the lock using your **Lockpick** skill until the door opens. Step over the ancient skeletons and into a utility closet that has six Steel Ingots stacked in one corner. Attack an inquisitive Trog on your way in, then check the shelves for a large number of Chems. There is also a First Aid Box on the wall and a terminal on a small table with a .32 Pistol resting on it.



**Chem Supplies**



**First Aid Box**



**Steel Ingot (6)**

The terminal details the real story of the Plant's automation, courtesy of the Plant Supervisor—and skeleton at your feet—Tom McMullin.

**30** Climb the stairs, slaying Troggs on the way and grabbing Jet from the table, and enter the large generator room. Inspect the strewn Beer and Chems, but focus on the bed; there's a unique Auto Axe here: the Man Opener! Grab the Flamer Fuel, and don't forget the Steel Ingot on the bedside cabinet. There are more Chems and a First Aid Box on the side shelves. Now select a nonfiring weapon, such as the Man Opener, move to the room's opposite side to slay two Troggs, and head south, down a winding and gas-filled corridor. Flick the switch to the right of the hatch door, which deposits you back at the entrance location. Your Supply Plant tour is complete.



**Chem Supplies**



**Man Opener**



**First Aid Box**



**Steel Ingot**



**Tip**

The generator room with the queen-sized bed allows a little batting practice. Arm yourself with the Baseball Bat at the foot of the bed, flick the wall switch, and then stand on the plate. You wonder what happens when you stand on each of the other gantry plates that are located around the chamber.

## EVERETT'S STEEL: INGOT REWARDS

**31** Head all the way back to the door to the Abandoned Area. When Everett took you through this caged pathway, the Troggs were unable to savage you. Not so now; there's a foe waiting for you near the door to the Mill. Slay this fiend, then drop to the lower ground, head south and through the hole in the mesh created by the Troggs, and enter a gloomy generator room. There are two carts in this area's northeast corner that hold your final three Ingots.



**Steel Ingot (3)**

#### FREEFORM QUEST

**100 of 100 Steel Ingots located.**



**Congratulations! You unlocked the Mill Worker achievement!**

Back in the Mill, you always pass Everett. You can hand over the Ingots you've collected or hand them in later. For every 10 Ingots you give Everett, he offers you a reward in increasing impressiveness. For example, if you collected only seven Ingots, you can still hand these in, then return to the Steelyard, find three more, hand them over for a total of 10, and request a reward. Everett remembers your Ingot total and awards prizes fairly. If you don't ask, you don't receive!

Below is a complete list of all of Everett's rewards and the Ingots needed to receive them. Note that the number of Ingots is cumulative—that is, to get the Laborer Outfit and Filtration Helmet, for example, you need only a total of 20 Ingots, not 30.

# OF COLLECTED INGOTS	EVERETT'S REWARD
10	Laborer Outfit (DR 4, WG 2, VAL 4, STR +1, AGL +1, END +1)
20	Filtration Helmet (DR 4, WG 3, VAL 45, Rad Res. +10)
30	Steel Knuckles (DAM 9, WG 1, VAL 13)
40	Metal Master Armor (DR 29, WG 15, VAL 104, AGL -1, Unarmed +10, Ener. Weap. +10)
50	Metal Blaster (DAM 37, WG 8, VAL 649, MF Cell)
60	Bombshell Armor (DR 20, WG 15, VAL 104, Big Guns +10, Explos. +10)
70	Leather Rebel Armor (DR 24, WG 15, VAL 104, CHR +1)
80	The Mauler (DAM 37, WG 20, VAL 130)
90	Perforator (DAM 34, WG 7, VAL 389, 556mm)
100	Tribal Power Armor (DR 28, WG 40, VAL 480, AP +15, Melee Weap. +5, LCK +1, STR +1, AGL -1)



**Tip**

You can search the Steelyard, Supply Plant, and Abandoned Area in one long slog or in several separate trips. However, it might be wise to return and "cash in" some Ingots to receive equipment that can help you in your combat options.



**Tip**

You can also complete the rest of the quest, returning for more Ingot collecting at any time. However, Everett's higher rewards make a forthcoming trio of Arena battles much more advantageous.

## MEETING MIDEA AGAIN

Head west through the Mill, appearing back in Pitt Downtown. Pass the ever-cheery Adan, round the corner, and pass a running slave with a weapon-wielding Guard in hot pursuit. Move into the Market Square, and you'll meet Milly again.

### FREEFORM QUEST: WILD BILL'S LAST STAND (PART 3 OF 3)

Milly is curious to know whether you saw Wild Bill on your travels around the Steelyard. If you visited Ingot Location 20, you will have seen him—what's left of him, anyway. You can break the news to Milly:



Use your **Speech** skill to break the news gently; lie to her that he's fine but won't be returning anytime soon.



Use **Speech** to give a spiteful answer, lying that you heard his death-curdling screams.

Or tell the truth and say you found his corpse.

Milly is heartbroken, but offers you some Stimpaks as a token of her appreciation no matter which conversation you choose.

**Stimpaks**

#### NEW OBJECTIVE [3 of 3]

**Informed Milly!**

With Milly placated, open the door to Midea's Quarters and speak with her. Any time after you've collected 10 Steel Ingots is a good time to reach her, as Ashur has ordered everyone into the Market Square. Rumor has it that the Arena is about to be opened. Midea seems to have already decided your fate: You are to represent the slaves in a series of Arena fights. Whether you agree is irrelevant, but the good news is that you win your freedom if you can tackle everyone in this pit of despair. Midea beckons you into the courtyard; the speech is about to begin.

#### NEW OBJECTIVE

**"Listen to Ashur's speech in the courtyard" begins.**

## FREE FROM THE SHACKLES OF ATOMIC FIRE!

Ashur likes hearing the sound of his own voice, but his machinations are worth listening to if it means a shot at freedom in the Arena.



You step out into the Market Square, where man clad in Power Armor stands on the scaffold above you. Listen to Ashur's speech, in which he announces the opening of the Arena! Ashur requests fighters who wish

to earn their freedom, and Midea answers the call. She's not climbing in there with bloodthirsty maniacs, though; you're her choice to enter the Arena. Ashur agrees and orders you to head for the Mill.

#### NEW OBJECTIVE

**"Sign up for the Arena" begins.**

Enter the Mill and head west. It now becomes clear what the hole in the middle of the Mill is for: It's the viewing chamber for the Arena below. Turn north, and open the previously locked gate, meeting up with a Guard named Spook who's greatly amused by your antics. She ushers you down the stairs. Meet up with Faydra at the Arena entrance. She's just as unpleasant as Spook but at least offers you a little advice. You can adamantly request a fight in the Arena, listen to the rules (there aren't really any) and the weapons you can use (any that you already have collected), and hear about some of the previous fighters (most are dead and a few survived). If you request weapons, Faydra points to a locker containing some truly second-rate melee and ranged weapons. There's some Rad-X nearby as well; this is useful, so take it. Once you've agreed to the battle, Faydra instructs you to enter the Hole, the large open pipe behind her.

#### NEW OBJECTIVE [OPTIONAL]

**"Prepare for the Arena Fight" begins.**

#### NEW OBJECTIVE

**"Enter the Hole" begins.****Tip**

Before you enter the Hole, your fight preparation should consist of finding a bed and resting so you're at maximum health. You should enter the Arena with a favored weapon: conduct a sweep of the Steelyard during your Ingot collecting, using the Auto Axe as your main weapon (so you don't use any bullets), and collecting weaponry and ordnance from the slain Wildmen and various Ammo Boxes.

## NOW ENTERING THE ARENA OF THE UNWELL

### FIRST FIGHT: SCAB SLAVE FIGHTERS (3)

#### NEW OBJECTIVE

**"Defeat your opponent" begins.**

Emerge from the Hole into the Arena's locked gates. Ashur whips the crowd into a frenzy and then drops several radioactive barrels into the Arena to spice things up a bit. Swallow some Rad-X to offset the effects of the radiation, and then concentrate on slicing and dicing the three pitiful Slave Fighters milling about this compact Arena. Each Fighter is armed with a Chinese Assault Rifle and is wearing Raider-style armor. They should be little trouble, as their exposed heads are excellent for ranged weapons, and they don't counter your Auto Axe, making them quick and messy close-quarter kills. After you rip all three apart, search the bodies and leave so you're not exposed to radiation for longer than necessary. Meet up with Faydra again, who is impressed at your mettle. But don't get too excited; Ashur has something special planned for your next fight.

#### NEW OBJECTIVE

**"Leave the Hole" begins.**

#### NEW OBJECTIVE [OPTIONAL]

**"Prepare for the second fight" begins.**

#### NEW OBJECTIVE

**"Enter the Hole" begins.**

### SECOND FIGHT: GRUDD AND JOHN—THE BEAR BROTHERS



John Bear is impervious to heat and savages you with a Deathclaw Gauntlet. His brother Grudd provides fire support—literally.

#### NEW OBJECTIVE

**"Defeat your opponents" begins.**

After preparing for your fight by healing to maximum health and grabbing a few Grenades or a more powerful ranged weapon on your travels, enter the Hole again and gulp down a Rad-X as Ashur introduces a pair of intimidating dudes: the Bear Brothers! These two aren't nearly as easy to finish as the Slave Fighters, but they are susceptible to Frag Grenades thrown in V.A.T.S. It is usually better to target Grudd first, as his Flamer is devastating and ranged; pick up the weapon when he drops it so John doesn't! A powerful ranged weapon and constant movement is the key to pulling off a win here. Search both bodies for ammo that can help you in your final confrontation. The two best items (which aren't unique) are listed below. Return to Faydra, who is a little more awestruck and offers a shot for the Rads. Prepare for the third and final fight!



**Grudd's Flamer**



**John's Deathclaw Gauntlet**

#### NEW OBJECTIVE

**"Leave the Hole" begins.**

#### NEW OBJECTIVE [OPTIONAL]

**"Prepare for the second fight" begins.**

#### NEW OBJECTIVE

**"Enter the Hole" begins.**

### FINAL FIGHT: GRUBER

This highly skilled Pitt Fighter has come to murder, uses a devastating gun, and is clad in hard armor. He doesn't like Grenades, though.



#### NEW OBJECTIVE

**"Defeat your opponent" begins.**

Make sure you have some reasonable armor and a load of your favorite killing implements as Gruber is your final foe, and he's never been defeated. When the barrels drop and the gate swings open, come out firing, softening Gruber up with a Frag Grenade or two, then using the cage area to dodge his bullets. He's using an impressive scoped weapon called the Infiltrator (which is not unique). If you collected 90 Ingots, you should have a unique version of this called the Perforator. Whittle him down, using your Stimpaks (from Milly or the four hidden stashes you ransacked in Downtown) until he finally falls. You've done it! Now ransack the body and get out of here, improving your Radiation Resistance with a new perk in the process.



**Gruber's Infiltrator**



**Pitt Fighter perk  
+25% to Damage and Radiation Resistance**

#### NEW OBJECTIVE

**"Leave the Hole" begins.**



**150 XP**



## Free Labor

#### QUEST FLOWCHART

##### MAIN PATH

Main Characters	Krenshaw, Faydra, Midea, Bingo, Bone, Brand, Duke, Friday, Harris, Jackson, Lulu, Mona, O-Dog, Phantom, Reddup, Squill, TroubleMan, Vikia, Ashur, Sandra, Marie, Wernher
Locations	Pitt Downtown, Pitt Uptown, Abandoned Apartments, Haven, Pitt Underground, Wernher's Hideout
Adv. Items/Abilities	Lockpick, Science, Speech
Possible enemies	Pitt Raider, Slaver, Wildman

1. Retrieve Your Gear

2. Go through Uptown and Enter Haven

Locate footlocker near Faydra

Pre-Pitt Inventory

Investigate upper level of the Mill

Common Items

Investigate Downtown catwalks: Visit Friday's Repairs and the Vertigo Bar and Grill

Color code:

Objective

Action

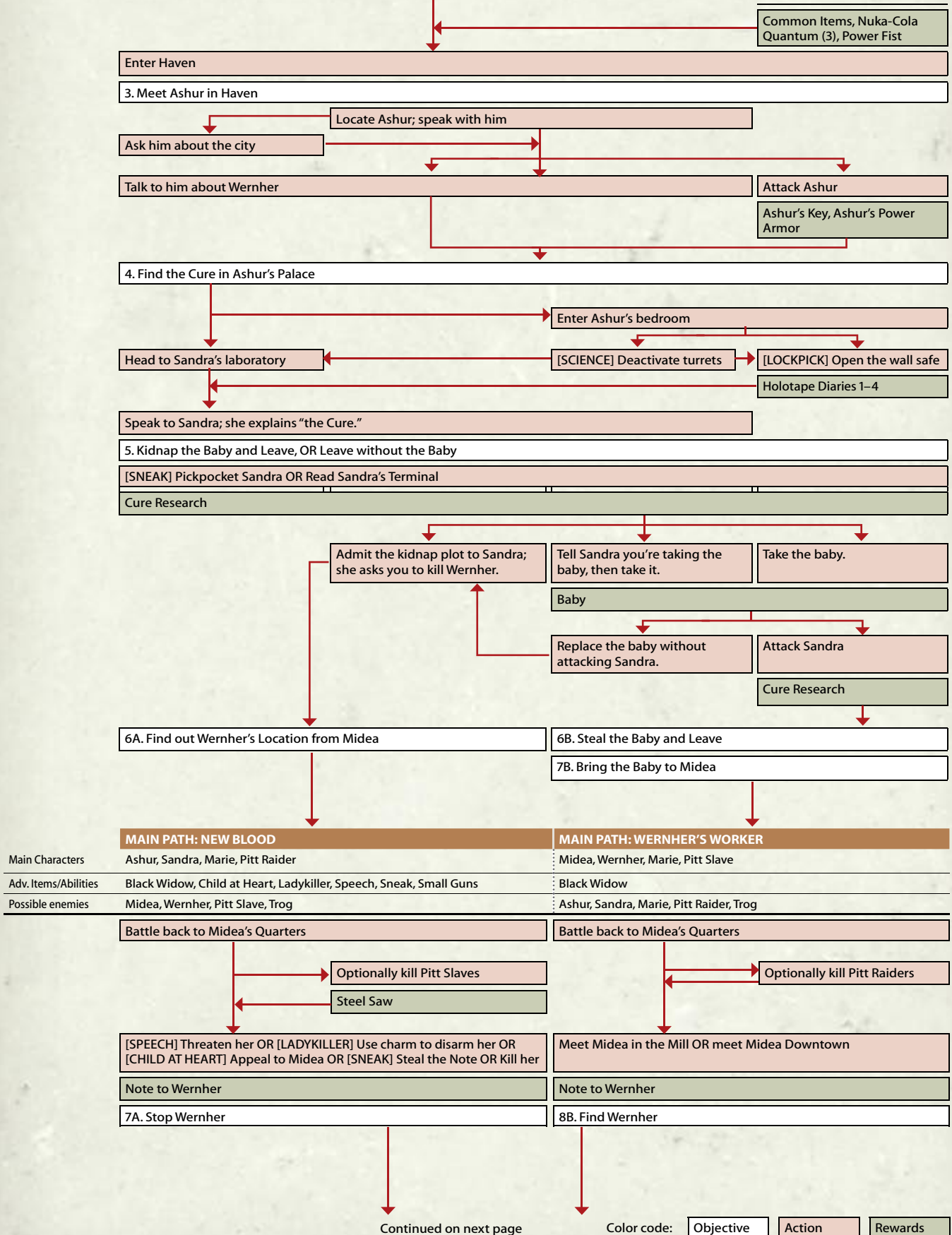
Rewards

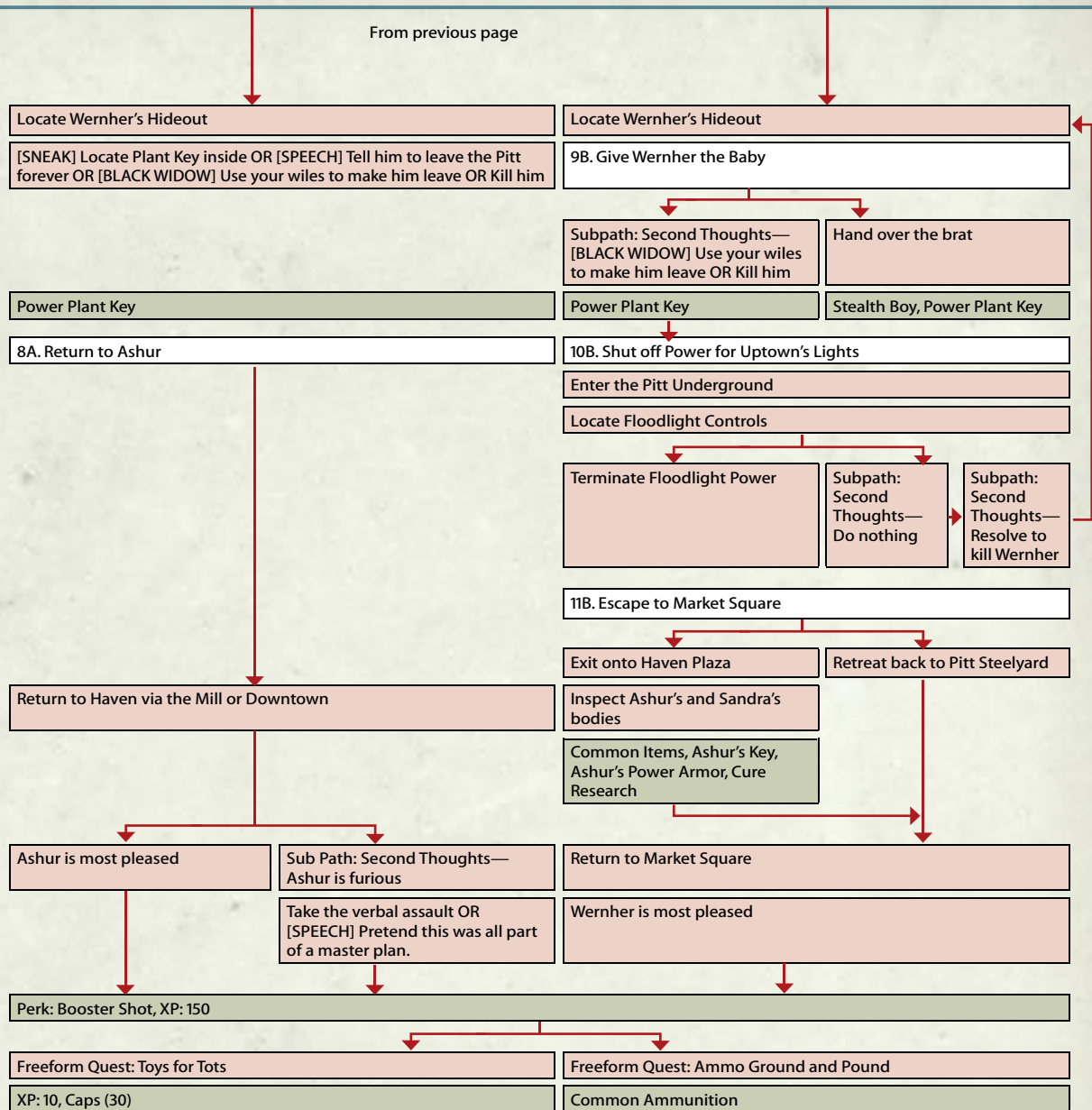
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## AN INVITATION FROM ASHUR



The quickest route to Pitt Uptown is the gate that Hammer guards, which is now unlocked.

### NEW OBJECTIVE

"Retrieve your gear" begins.

### NEW OBJECTIVE

"Go through Uptown and enter Haven" begins.

Upon exiting the Hole, you're greeted by Ashur's right-hand man, a Pitt Raider named Kreshaw. He swiftly congratulates you and tells you that Ashur has granted you a meeting. Then he heads out toward Uptown. There's no need to follow him; instead, stay in this room and immediately look for a footlocker on the ground, just to the right of the pipe you can't enter. Inside the footlocker is your entire inventory that you surrendered to Mex when you first entered Downtown. You are now a free man!



### Pre-Pitt Inventory



### Tip

You can now head straight to Haven — Ashur's palace and base of operations — or spend some time exploring the previously inaccessible Guard walkways in areas you are already familiar with. The following tactics assume the latter.





There are three methods of entering Pitt Uptown:

- » Via The Pitt Underground (the manhole cover in the northern part of the Steelyard, with the words "Power Plant" daubed on the wall above it). This is still inaccessible.
- » Via the door in The Pitt's northeast corner, guarded by Hammer.
- » Via the door in the tenement block just west of Midea's Quarters in Pitt Downtown.

## EXPLORING THE MILL'S UPPER WALKWAYS

Exit the Arena area and begin a thorough inspection of this building's upper level. This is accessed from the gates that Hammer has opened at Ashur's order. Instead of heading straight to Uptown (which you can do if you aren't interested in this search), turn south and head up the stairs. These are fastened to the brick wall and lead to an opening in the wall to your left. Follow the connecting corridor into a small kitchen with a well-stocked refrigerator and a small Jet-making enterprise. Take the Chems you want, and use either bunk bed to sleep on.

The adjacent room has several lockers to search and two entrances in the south wall. Take the left one, which leads out to balconies overlooking the ore presses above the exit to Downtown.

Return to the kitchens. This time take the right entrance to a Nuka-Cola staircase, complete with empty and full bottles and a Machine to request more from. Follow the staircase down and across a corridor with a sofa on your right. There's a T-junction with arrows pointing left to the "Arena." Ignore the sign and turn right, and you climb steps up to a walkway above Marco's room. The walkway ends at a sealed door you can't ever open.

Backtrack to the T-junction and investigate the "Arena" area. This eventually opens up to a large mesh balcony overlooking the Arena pit and is where Ashur watched your battles. There's Beer, Jet, some lockers to open, and a Teddy Bear. Take the Bear; it might be useful later....



**Beer and Jet**



**Teddy Bear**

## UP TOP, DOWNTOWN



### Note

The Downtown catwalks have several Pitt Raiders you can interact with. Trouble Man constantly moves around these areas; Jackson hangs around the toilets near the Vertigo Bar and Grill; Bingo is a Beer-hoarder with his own place overlooking the initial courtyard; and Friday can Repair your equipment at Friday's Repairs.

The next areas worth exploring are the walkways above Pitt Downtown. Leave the Mill, pass Adan, and head back to the Market Square square where Midea's Quarters are. The mesh gate has now been unlocked. Climb the stairs up to a cranberry-colored tenement floor and an exit to Uptown to the north. This is where you should return when you wish to leave. For now, there are two openings leading to walkways. Head east and then immediately south, out across the bridge over the Market Square. Trouble Man usually hangs around here.

Close by is a fridge and Doctor Borman's Office Log, dating back from when this section of building was a general practitioner's. You can read the symptoms of three long-dead patients here.

This area houses a repair shop run by a Pitt Raider named Friday, along with lockers and footlockers to check and Chems to scoop up. There are also Ammo Boxes to steal, a variety of weapons, some Grenades, and Friday's Supplies (which can only be accessed if you kill her, turning all of Ashur's forces hostile, which isn't recommended).

A better plan is to converse with Friday; she can sell and Repair equipment, which is incredibly handy, as you may have a stack of unused items from your Steelyard Ingot collecting.

Head back to Trouble Man and across the second bridge spanning the Market Square below. This ascends to an upper floor above Midea's Quarters and a large stash of ammunition, Ammo Boxes, guns and Grenades, a Teddy Bear, and a place to sleep.



**Ammunition Box(6)**



**First Aid Box**



**10mm Pistol**



**Assault Rifle**



**Lead Pipe**



**Teddy Bear**

Descend back to the exit to Uptown, but don't take it yet; instead walk west, out onto a precarious scaffold walkway. Head southwest and you reach a two-room area where Jackson usually resides, near the toilets. Don't head south just yet; follow the ramped walkway up two floors to another section of ruined tenement building above the Uptown exit. Directly ahead (north) is a bed you can sleep in, three Ammo Boxes, and a First Aid Box. The long "open-plan" office to the south ends in another terminal with the same patient information as the previous terminal; an open safe; and some Jet, Blood Packs, and Buffout to Steal if no one's about.

Head west, over a very high bridge to the Vertigo Bar & Grill, where Whiskey and Buffout are on offer, as well as a wide variety of sustenance if you pay Harris for it. Stealing anything results in Harris and The Pitt Raiders turning hostile. There's a fridge you can ransack if you pry Harris's key from his warm, dead hands.



**Ammunition Box (3)**



**First Aid Box**



**Open Safe Items**



**Jet and Buffout**

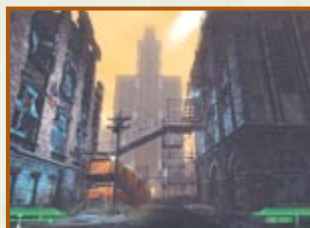
Retrace your steps or leap down to Jackson's toilets, and then travel south, heading across the walkway Ashur spoke from and toward an open wall to your right, opposite Friday's Repairs. Bingo lives here. You can take his Buffout but not his Beer! Head toward Uptown, entering via the doorway here in Downtown or in the Mill.

## UPTOWN EXPLORATION: GROUND LEVEL



### Note

There are two routes through Uptown. The first is if you came here from the Mill and you're traveling at ground level. The second is if you came here from Downtown and you're traveling on the catwalks.



The main courtyard in Uptown, blocks away from Ashur's imposing plaza and palace.

Exit the Mill, and you're on ground level, looking northeast. In front of you is a long series of mesh ramps leading up to the entrance from Downtown. There are also several tenement buildings to explore.

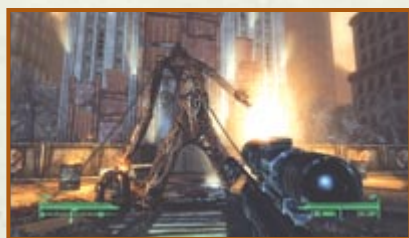


On the ground, use your **Lockpick** skill to unlock a gate that lets you into the middle of Uptown. The rest of this initial area is a disgusting and irradiated dumping ground. There's a series of stairs that lead up to the same Downtown entrance tenement buildings.

Head north down the main street, moving between the smoking vehicle husks, until you turn right and enter the central courtyard with tenement blocks all around you. In the distance is the massive form of Ashur's imposing skyscraper. At the west end of this courtyard is a scaffold-built defensive tower, manned by two Pitt Raiders and Reddup, a man you've seen only if you took on Mex when you entered Pitt Downtown. Continue east, looking for a gate to the north.



This gate is easily opened using your **Lockpick** skill and leads to a rubble-filled alley and a door to Abandoned Apartments. For a thorough inspection of this area, refer to "Reconnoitering the Abandoned Apartments" later in this chapter.



The chained sinews of mankind, arching back in a permanent belching scream. Ashur's art is evocative and grotesque.

Move east, passing the rusting red truck and the scaffold ramp exit that allows you to reach the upper areas and other side of Uptown, where you came from. Move out into Ashur's impressive plaza, but check the debris-filled road area first; Lulu might be here, and there's an easily accessible door to the Abandoned Apartments to the northwest. There are two sniper towers on the edge of the plaza, too, guarded

by Pitt Raiders. To the north is a door leading to The Pitt Underground (Power Plant) that is accessible, but a sealed floor trapdoor prevents you from heading any farther. A Workbench and some First Aid Boxes are also in here and are detailed in the "Going Underground" section. You visit Pitt Underground only if you wish to ruin Ashur's plans.

Avoid the open sewage pools and locate the dominating feature of the plaza—a giant, grotesque figure chained to the ground and with fire belching upward from either side—located at the foot of the steps to Haven. Pass under him to reach Haven.

## UPTOWN EXPLORATION: UPPER WALKWAYS



### Note

There are two routes through Uptown. The first is if you came here from the Mill, and you're traveling at ground level. The second is if you came here from Downtown, and you're traveling on the catwalks.

Exit Pitt Downtown, into an upper floor of a tenement block. The outer walls of this floor have been blown out, allowing you to witness some gruesome decoration and a suspended gantry bridge around the corner, near a Beer-filled boat. Head out onto the bridge, following the two red arrows, and head north. At the bridge junction, there are walkways leading west, north, and east. Head west to a sloping ramp that allows access to the locked gate on the main street and a sniping platform. Next, travel north into another blown-out tenement area with two Pitt Raiders guarding a large quantity of scattered Whiskey and Beer, Jet, and some Buffout. There's more Jet and Beer you can steal on the winding stairwell leading down to the ground, as well as footlockers to search and multiple mattresses to sleep on.



### Scattered Chems

Head east, up the ramp that winds to a rooftop sniping position, where you'll sometimes find Vikia or Duke (or both) taking potshots at beer bottles across the other side, in a tenement room you can't reach. They aren't particularly friendly, but the target practice can be fun. However, watch for hostility if you steal their Beer, Whiskey, or Jet. Head across the rooftop to meet the RadAway-distributing Phantom. Double back up the ramp to the south to reach a bedroom with a queen-sized bed and more Whiskey, Beer, and Jet to steal.

Head north, off the roof, to a small blown-out room to your right, which offers views, Beer, and a Pitt Raider. Then descend the long gantry ramps that lead to the ground floor and rusty red truck. On the way is another open tenement room with Beer and a great sniping balcony overlooking the plaza.



### Scattered Chems



### RadAway





## RECONNOITERING THE ABANDONED APARTMENTS



### Note

Located in the northern part of Uptown is a series of run-down apartment chambers filled with refuse, Troggs, and items. You can optionally head in here at any time, either via the locked gate in the middle courtyard or the road area near the plaza. The exploration route assumes you entered from the gate and alleyway door.

### GROUND FLOOR: SMOKER'S COFFIN

The first room is the final resting place of a long-dead emphysema victim, lying near his oxygen tanks and surrounded, ironically enough, by packets and Cartons of Cigarettes (there are six, which can be sold). Also present among the Wine and other items is a Blood Pack, two Stimpaks, and two First Aid Boxes. Check the fridge for more goodies, then exit the room and turn right.



If you approach the smoker's room from the corridor side, it is locked. Use your **Lockpick** skill to open it."

Head south down the corridor, to the southeast apartment, and prepare to dispatch three Troggs (try aiming for the fire extinguisher on the counter to send empty Nuka-Cola bottles flying!). Then sift through the junk in this apartment and snag two Nuka-Cola Quants from the kitchenette (one is in a lower cabinet). There's a full fridge, too, and Darts on the work surface. A Trog is in the bedroom with the hole in the wall, but there's little else except Sexy Sleepwear and a Whiskey bottle. Move through the wall to the front desk and the exit out onto the plaza. There are two Cartons of Cigarettes, some Darts, and something interesting behind the desk:



There's a locked desk safe that has some Caps and other items inside. Unlock it by using your **Science** skill to hack the terminal, or break out your Bobby Pins and use **Lockpick**. Now move back to the corridor.

Head north down the corridor, into a northwest apartment. There's Beer in the bath, a bed to sleep in, a footlocker to open, and an Ammo Box in the suite bathroom. The kitchenette has a First Aid Box and a Lead Pipe. There's considerable damage to the corner of the apartment, allowing you access up to the next floor. Watch for the leaking gas pipe between floors.



**Nuka-Cola Quantum (2)**



**First Aid Box (2)**



**Desk Safe Items**

### MIDDLE AND UPPER FLOOR: QUANTUMS AND COMMIE SYMPATHIZERS

Quench your Nuka-Cola Quantum thirst by locating all the bottles. Sierra Petrovita will be pleased!



Retreat back down as three Troggs leap from a hole directly above the one you scrambled through. Dispatch them without causing a gas explosion. Then check the remains of an upper room with a work table. On it is a First Aid Box, Nuka-Cola Quantum, and a Power Fist in a bucket. There's Food, too. Drop down to the middle floor and investigate the first apartment; there's nothing to take except items from a stocked fridge. Move into the corridor.

Head south down the middle corridor before turning right and cutting down a group of Troggs in the central apartment. The previous occupant was a fan of hats; grab the Bonnet and Baseball Cap if you wish, and don't forget the First Aid Box in the kitchen. The bathroom has a hole through which you can drop to the ground floor for an easy exit. There is Flamer Fuel in the bath.



Use your **Lockpick** skill to open the bedroom door, and enter the chamber of a Chinese sympathizer. His desiccated remains lie on the bed, near a floor safe that contains the usual goodies and a special Hat of the People. Don't forget the .44 Scoped Magnum and Ammo on the shelf, three Ammo Boxes, three Chinese Assault Rifles, and a Carton of Cigarettes in the bathroom.

Move to the southeast apartment, which is filled with gas. This makes the Auto Axe an advisable weapon. Ignore the fine china, watch for the hole in the kitchen that leads back to the ground floor, and check the bedroom for some Darts. Your scavenger hunt is now complete. Exit via either door back on the ground floor.



**First Aid Box (2)**



**Nuka-Cola Quantum**



**Power Fist**



**Flamer Fuel (2)**



**Floor Safe Items (including Hat of the People)**



**.44 Scoped Magnum and Ammo**



**Ammunition Box (3)**



**Chinese Assault Rifle (3)**

### HAVEN SENT



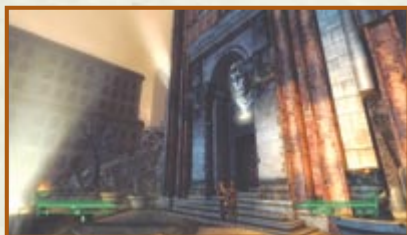
#### Note

This final part of the quest forces you to choose where your loyalties lie. There are two main paths to follow:

- The New Blood path occurs if you side with Ashur and Sandra.
- The Wernher's Worker path occurs if you side with Midea and Wernher.

You also have Second Thoughts during these paths, in case you wish to switch sides, but only if you begin with Wernher's Worker path.

Welcome to Haven; this is the source of the cure and where you'll make one of the most difficult decisions of your life.



#### NEW OBJECTIVE

"Meet Ashur in Haven" begins.

Your next, and most important, location to explore is Ashur's Palace, an imposing structure known as Haven. Head under the legs of the tormented statue and enter the building. Your quest updates, and you're allowed time to search the faded palace. There's little except rubble on the ground floor, so head up either staircase to the balcony. Ahead is the elevator, taking you straight to Ashur's private office chambers. Before you access it, turn left and investigate the bedrooms; there are bunk beds, which you can't sleep on, and plenty of Beer. On the opposite wing of the building to the south, there are two rooms with mattresses and some stairs to an upper balcony. The rooms up here offer very little of value, unless you like prodding a pile of tires.

Drop to the elevator and ride it up to the penthouse area, moving down a long corridor stretching west. Ignore the restroom and stride confidently into Ashur's grand office. The man himself is in a heated conversation with Krenshaw regarding a possible Pitt Slave insurgency. It isn't wise to interrupt the two, and you can't unless you open fire on them (which begins Wernher's Worker path and doesn't allow any Second Thoughts). After the conversation, Ashur strides over and greets you warmly. He welcomes you to join the city and subtly asks how you found out about The Pitt. He's digging for information about whether you know Wernher.

Distract Ashur and ask him about the city. You receive some choice information from Ashur's point of view regarding The Pitt. Afterward, Ashur asks you the question again. There's no getting out of it this time!



You can lie, using your **Speech** skill, and state you've never heard of him.



More easily, you can lie using your **Speech** skill and tell Ashur you met Wernher, but he seemed like trouble. Succeed in either of these challenges, and Ashur tells you Wernher is not to be trusted, and there's a price on this dirtbag's head.

- » You can tell the truth, after which Ashur tells you that Wernher was a trusted colleague, and he betrayed Ashur and his wife, Sandra. There's a price on this dirtbag's head!
- » Or, you can attack Ashur. Sandra, Ashur's wife, and The Pitt Raiders on this floor all attempt to cut you down, and a massive firefight begins. Wernher's Worker path begins now!

If you didn't resort to blind, ugly violence, the conversation is interrupted by an intercom message. It appears there's been a Pitt Slave uprising (as Wernher predicted to you), and Ashur leaves. You are now able to move around the palace. There is still time to side with Wernher.



#### Tip

If you're going to massacre all The Pitt Raiders, it might be wise to end the conversation, or head into Ashur's bedroom and check out his turret-control system. You can hack it only after Ashur's conversation with Krenshaw is over.



#### Note

You are free to move around The Pitt without progressing this quest until you locate "the cure."

#### NEW OBJECTIVE

"Find the cure in Ashur's palace" begins.

After Ashur leaves to deal with the uprising (this is ideal) or during his speech with Krenshaw, you should head south out of his office, turning right and right again so you end up in his bedroom. There's a 10mm Pistol on the bedside cabinet, what looks like a crib, and the following areas of interest:



There's a wall terminal with a turret control system. You can use your **Science** skill to switch off the turret in the ceiling of Ashur's office; this is only handy if you're thinking about attacking him.



There's a wall safe. Use your **Lockpick** skill to open it. This allows you to steal some items and four Diary Holotapes, which give you a complete history of Marie, the Scourge (the Brotherhood of Steel attack 30 years ago), the Mill's creation, and the cure. The revelations are eye-opening!



10mm Pistol



Holotape Diary 1:  
To Marie



Holotape Diary 2:  
The Scourge

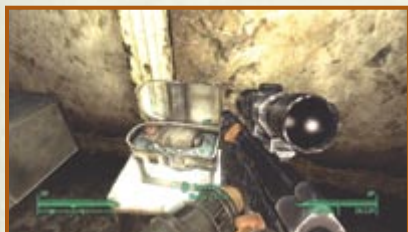


Holotape Diary 3:  
The Mill



Holotape Diary 4:  
The Cure





Cute, cuddly, and more resilient than a Super Mutant Behemoth, Marie may be the best hope for mankind!

The time has come to find "the cure." Head through the north exit from Ashur's office, turn left, and enter the small back-room laboratory staffed by Sandra, Ashur's wife. You're startled as Sandra reveals it is her daughter, a baby named Marie, who is the "cure" Wernher and Midea want to get their hands on—because Marie is seemingly immune to all forms of mutation! Sandra isn't worried about using her baby to experiment on, as the little mite is quite safe.

#### NEW OBJECTIVE

"Kidnap the baby and leave OR leave without the baby" begins.

You can check out Sandra's laboratory, stealing items from a First Aid Box or reading the notes in her terminal. The following options are available:

- » Baby Monitor: The "goos" and "gaahs" indicate Marie is doing well.
- » Trog Studies: Christening the sickness strain as "TDC" (Troglic Degeneration Contagion), this reveals exactly how a human devolves into the mindless crouching half-wits you've been culling.
- » Cure Research: Sandra has been exercising extreme care in the experiments on her child, but the signs are exceptional that a sickness cure may be found. Your Pip-Boy updates at this point.



The Cure Research is also available if you use your **Sneak** skill to Pickpocket Sandra, although this is very risky.



#### Cure Research

You now have another difficult choice to make:

- » You can admit to Wernher's kidnap plot. Sandra asks you to stop this nonsense and leave, killing Wernher instead. New Blood path begins.
- » If you tell Sandra you're taking the baby, either in conversation or if you simply move up to the crib and grab Marie, Sandra draws a weapon and tells you to stop.
- » If you replace Marie, a flustered and angry Sandra demands to know what the hell you're playing at, and you can reveal Wernher's plot. New Blood path begins.

Depending on your actions, one of two things happens:

1. If you leave Haven without Marie, your Pip-Boy updates with the following information, and New Blood path begins.

#### NEW OBJECTIVE

"Find out Wernher's location from Midea" begins.

2. If you steal the child and attempt to leave Haven, Sandra and The Pitt Raiders open fire on you, desperate to save Marie, and your Pip-Boy updates with the following information. Wernher's Worker path begins.



#### Baby

#### NEW OBJECTIVE

"Steal the baby and leave" begins.

#### NEW OBJECTIVE

"Bring the baby to Midea" begins.

## NEW BLOOD PATH: THE PITT SLAVES ARE REVOLTING!



#### Note

This path assumes you left Haven without Marie.

#### NEW OBJECTIVE

"Find out Wernher's location from Midea" begins.

You are tasked with locating Midea and getting Wernher's location from her so you can make him suffer for his appalling kidnapping plan or at least atone for his actions. The only main route back to Midea involves heading across the plaza and onto the Uptown walkways, running toward the tenement block interior where the door to Pitt Downtown is located. An alternative route is to stay on the ground and dash to the Mill, although this location is teeming with Pitt Slaves, fired up by Wernher's rhetoric.

Return to the Market Square area and enter Midea's Quarters, where she has already heard the news of your mutinous activities. She is loathe to help you, although the following plans help change her mind:



You can threaten her; if your **Speech** challenge is successful, you receive precise knowledge of Wernher's whereabouts.



You can utilize your **Ladykiller** skill to disarm Midea for a moment, and she gives you the information.



You can use your **Child at Heart** skill to appeal to Midea, and she grants you the information.



You can utilize your **Sneak** skill or Stealth Boy, and steal the Note from Wernher from her. This has his location.



Finally, use your **Small Guns** skill or stabbing to do the trick. Loot the corpse and read the note.



#### Note to Wernher

#### NEW OBJECTIVE

"Stop Wernher" begins.

### NEW BLOOD PATH: WERNHER ROAST

Wernher is hiding in the Steelyard, so pack your Pitt Slave-culling instruments of destruction and head for the Mill. Cross the interior, heading for the Abandoned Area. Everett is still here (unless you murdered him) and now refers to you as "champ"; he's still happy to collect Ingots from you. However, you have more pressing matters. Head into the Steelyard, run past the truck, head southwest, and climb the stairs riveted to the small corrugated metal building. Move across the plank, through the fallen mesh fence, and continue southwest to where you found Wild Bill's corpse. Climb the stairs. Wernher's hideout is just behind the ramshackle Wildmen hut.

Inside, Wernher greets you warmly, until he discovers you didn't bring "the brat" with you. You're warming to the idea of taking him out; he's lost some of his rugged charm. The following options are available:



You can tell him to leave The Pitt forever. If the **Speech** challenge is successful, he obliges, and you have slightly less blood on your hands.



You can sidle up to Wernher and use your **Black Widow** skill to force him to leave.



Otherwise, use your **Small Guns** skill in a fight to the death.

If you Pickpocket or loot Wernher, you'll find a variety of items and that Power Plant Key you've been wanting. If you let Wernher leave, there's a copy of the Power Plant Key on Wernher's desk inside the raised platform in his hideout—the other place to obtain it.



**Scoped .44  
Magnum**



**Power Plant Key**

#### NEW OBJECTIVE

"Return to Ashur" begins.

With Wernher vanquished, there's very little in his hideout. Return to Ashur, either via Downtown and Uptown, but not from The Pitt Underground (see the "Going Underground" section), because you must switch off the spotlights to exit Pitt Underground, killing Ashur and his forces. Ashur is back in his office. With The Pitt Slave uprising quelled, the workers are returning to their rightful place, and the city can be rebuilt as the research on the cure progresses. For your reward, Ashur grants you access to the Ammo Press in the Mill; it keeps his soldiers well armed, so you should use it too. Sandra has made progress with steps toward a Radiation Cure, too, and you're the first to receive the antidote! You are awarded the Booster Shot perk, and the quest ends. You are free to return to The Pitt as often as you like and engage in any postquest activities.



**Booster Shot**  
+10% Radiation Resistance

### WERNHER'S WORKER PATH: THE PITT RAIDERS ARE DISGUSTING!



*Note*

This path assumes you left Haven with Marie and that Ashur and Sandra are dead; or it assumes you retreated and fled without killing them.

#### NEW OBJECTIVE

"Bring the baby to Midea" begins.

If you took the Baby; Pickpocketed Sandra for the Cure Research; or launched an attack on Ashur, Sandra, or a Pitt Raider, the Uptown area of The Pitt has several hostile Raiders gunning for you. Less of a threat are The Pitt Slaves, who help divert attention by attacking the Raiders with their Auto Axes. Work your way back through Pitt Uptown, moving onto the walkways so you can access the tenement block door to Downtown instead of the longer ground-level route through the Mill.

Fight or Sneak your way back to the Market Square and enter Midea's Quarters. If you choose to enter the Mill, you meet Midea inside this structure, if she is still alive. Talk to her, and she quickly shouts that Wernher is hiding out somewhere in the Steelyard, and he's got everything there to take care of the cure.

If Midea is dead, you must return to her quarters. On the table is a Note to Midea from Wernher explaining the situation and revealing his location.

#### NEW OBJECTIVE

"Find Wernher" begins.

Cross the Mill's floor, heading for the Abandoned Area. Everett is still here (unless you murdered him) and still happy to collect Ingots from you. However, you have more pressing matters. Head into the Steelyard, run past the truck, head southwest, and climb the stairs riveted to the small corrugated metal building. Move across the plank, through the fallen mesh fence, and continue southwest to where you found Wild Bill's corpse. Climb the stairs. Wernher's hideout is just behind the ramshackle Wildmen hut.

### WERNHER'S WORKER PATH: THE LITTLEST EXPERIMENT

Enter Wernher's hideout, and you're quickly ordered to place "the brat" in the crib he's had constructed, so he can start the tests. Meanwhile, he's about to turn out all the spotlights in Uptown, triggering a Trog invasion that is likely to wipe out all the bosses and lead to the slaves' freedom. Now hand over the kid!

#### NEW OBJECTIVE

"Give Wernher the baby" begins.

You can go with the plan: Follow Wernher's orders and place Marie in the crib. You work for him now. He gives you a key and tells you to shut off the lights in the underground Power Plant. To complete the quest, you cannot refuse, although you do get a Stealth Boy. You can also reach the necessary location to switch the lights off by retracing your steps back to the Plaza and locating the metal door to the north marked "To Pitt Underground."





## NEW OBJECTIVE

"Shut off power for Uptown's lights" begins.



## Note

Read on from the point in this guide marked "Going Underground."

Or you can have **Second Thoughts**:



You can use your **Black Widow** skill to convince Wernher to leave, and try to salvage the situation with Ashur and Sandra.

Or you can kill Wernher; you don't take orders from someone this disagreeable!

## NEW OBJECTIVE

"Return to Ashur" begins.



## Stealth Boy



## Power Plant Key



## Note

Read on from the "Second Thoughts" section.

## WERNHER'S WORKER PATH: GOING UNDERGROUND



## Note

This route is usually undertaken during the final stage of Wernher's Worker path. You can also follow this route to reach Ashur, as long as you have Wernher's Power Plant Key.

You can also access Pitt Underground from the opposite direction, but only the last chamber with the workbench is accessible.

Head to the Steelyard's northern section, near the blocked train tunnel, and use Wernher's Power Plant Key to open the Sewer Entrance to Pitt Underground. Either charge through with weapons at the ready, or take a more measured, sneaky approach, using a Stealth Boy to avoid Trog confrontations. Head through a broken sewer wall, stepping over a massive collection of rotting meat. This leads to another sewer; head north, then turn right (east), and enter a doorway. There's a First Aid Box at the base of a staircase.

Head to the top of the stairs, and enter a large square room with giant pipes on either side of a scaffold ramp. There's little point to exploring behind the pipes, as the area is difficult to navigate without becoming stuck, and you'll be attacked by Trogs. There are no items here, either, so head up the ramp, and head east along a treacherous, Trog-filled passage with a scaffold floor. This terminates at the top of a ramp near a dead body, close to a First Aid Box. You should have slain around five of these Trogs by now.



## First Aid Box (2)

Move down the ramp, and then back up again so you're not swarmed by more Trogs down in the generator room. Tag them all from high up for a healthy combat outcome, then explore the generator room. Don't be fooled by the red arrows on the floor; they simply take you to two explosive traps and a toilet! Instead, head south into a connecting passage that leads to a second generator room. Sneaking here and blasting the small generators attached to the walls is a great way to get rid of your Trog adversaries. Carefully move around this chamber, past the First Aid Kit and Nuka-Cola Machine, to the exit in the northeast corner.

In the connecting corridor is a dead Pitt Slave and two dead Trogs. Carefully sidestep past him; one of his Grenades explodes if you get too close (although he has more on him). Next, draw your Auto Axe or lob a grenade into the next gas-filled chamber and retreat. After the massive explosion or Auto Axe combat with the Trogs, search the room for Jet, Beer, and a Makeshift Mattress; then head up the stairs, and follow the balcony around to the exit.



## First Aid Box

## WERNHER'S WORKER PATH: LIGHTS OUT. TROGS IN

Enter the Protectron Pod balcony room, your last main chamber in The Pitt Underground. One of the Pods can be activated and a Protectron released, although this is more for entertainment than fire support. Search the bodies of any remaining Trogs, and pilfer the contents of the First Aid Box on the wall, then move to the working terminal to the south. This has the floodlight controls. You can:

- » Terminate floodlight power: These are the instructions Wernher gave you. If you're following his orders, do this.
- » Do nothing: If you're allied with Ashur or having Second Thoughts, don't activate the floodlights, as it spells doom for The Pitt Raiders!

When you've made your decision, head up the gore-filled staircase to a floor trapdoor, which only opens if the floodlights are switched on. If you're allied with Ashur, you'll need to backtrack through Downtown and Uptown to reach him. Assuming you switched off the spotlights, a new objective is triggered:

## NEW OBJECTIVE

"Escape to Market Square" begins.



## First Aid Box

Ascend through the open floor trapdoor and investigate the exit room, which features a Work Bench, two First Aid Boxes, and a load of Jet and Beer. Check the fridge, then head out into the plaza. As you round the scaffold defenses, Ashur, Sandra, and Krenshaw are shouting in anguish as clusters of crouched sinewy shadows descend on their location. Uptown is overrun, and they hold you responsible! Use the cover, or flee and let the Trogs overwhelm them all while defending yourself. When Ashur and Sandra succumb to Trog or your attacks, inspect their corpses for several items, including the following unique items:



### Ashur's Key

This opens the safe in his bedroom.



### Ashur's Power Armor

This has the same stats as Tribal Power Armor.



### Cure Research

## WERNHER'S WORKER PATH: WERNHER TOAST

Battle your way back through Uptown, or back through Pitt Underground, and locate the Market Square Square near Midea's Quarters. Wernher soon arrives and laughs about The Pitt Raider massacre. The city is now rid of Ashur and his goons, and research on the cure progresses, thanks to the brat. For your reward, Wernher tells you about the Ammo Press in the Mill; it keeps you in all the ammunition you need. Midea has made a little progress with the kid too; there are steps toward a Radiation Cure, and you're the first to receive the antidote! You are awarded the Booster Shot perk, and the quest ends. You are free to return to The Pitt as often as you like and engage in any postquest activities.



### Booster Shot

+10% Radiation Resistance

## WERNHER'S WORKER PATH, THEN NEW BLOOD: SECOND THOUGHTS

If Ashur and Sandra are both alive, you have the baby, and you've met Wernher in his hideout, you can kill him or convince him (using Speech or Black Widow abilities) to leave, and then return to Haven with Marie. You must attempt this via Downtown and Uptown, as switching the spotlights off in order to exit Pitt Underground results in a quest failure. You're shot at constantly until you reach Haven, at which point Sandra snatches the baby from you and calls off the guards. Report to Ashur, who is seething about your disregard for such an important life.

You can stand there and take it, or:



You can use your **Speech** skill to convince Ashur this kidnapping was all part of a master plan. This calms Ashur a little.

The quest ends in the same way as if you completed the New Blood Path.



**XP ICON 150 XP**

## QUEST REWARDS

There are three new weapons available in The Pitt:



### Steel Saw

**DAM 16, WG 20, VAL 200**



### Auto Axe

**DAM 35, WG 20, VAL 200**



### Infiltrator

**DAM 32, WG 7, VAL 375, 556mm**

There are ten unique items available from Everett, depending on the number of Steel Ingots you collect:

NUMBER OF COLLECTED INGOTS	EVERETT'S REWARD
10	Laborer Outfit (DR 4, WG 2, VAL 4, STR +1, AGL +1, END +1)
20	Filtration Helmet (DR 4, WG 3, VAL 45, Rad Res. +10)
30	Steel Knuckles (DAM 9, WG 1, VAL 13)
40	Metal Master Armor (DR 29, WG 15, VAL 104, AGL -1, Unarmed +10, Ener. Weap. +10)
50	Metal Blaster (DAM 37, WG 8, VAL 649, MF Cell)
60	Bombshell Armor (DR 20, WG 15, VAL 104, Big Guns +10, Explos. +10)
70	Leather Rebel Armor (DR 24, WG 15, VAL 104, CHR +1)
80	The Mauler (DAM 37, WG 20, VAL 130)
90	Perforator (DAM 34, WG 7, VAL 389, 556mm)
100	Tribal Power Armor (DR 28, WG 40, VAL 480, AP +15, Melee Weap. +5, LCK +1, STR +1, AGL -1)

Collect and hand in all 100 Steel Ingots to receive the Mill Worker achievement.

There are three unique items available elsewhere in The Pitt:



### Wild Bill's Sidearm (on the body of Wild Bill)

**DAM 10, WG 2, VA: 250, .32**



### Man Opener (inside Supply Plant)

**DAM 31, WG 20, VA: 188**



### Ashur's Power Armor (on the body of Ashur if slain)

**DR 28, WG 40, VAL 480, AP +15, Melee Weap. +5, LCK +1, STR +1, AGL -1**

There are perks available throughout this quest:



### Auto Axpert (once you collect 10 Steel Ingots)

**+25% DAM when using Auto Axe**



### Pitt Fighter (once you win all your fights in the Arena)

**+25% to Damage and Radiation Resistance**



### Booster Shot (once you complete Subquest: Free Labor)

**+10% Radiation Resistance**





## POSTQUEST ACTIVITIES

Aside from the Steel Ingot collecting, there are two additional Freeform Quests that occur once this quest has concluded:

### FREEFORM QUEST: TOYS FOR TOTS

A-bubububoo! Who's a cute little bundle of joy and possible savior of the Wasteland, then? You are!



When your quest has concluded, you can visit Sandra or Midea (depending on who you sided with) and ask how Marie is doing. She's well but could do with a few toys, specifically Teddy Bears. You collected two (one in the Mill, the other Downtown) in The Pitt, right? Return here with a Teddy, and you'll receive a prize for each one, including the Giant Teddy Bear in the Red Racer Factory!



+10 XP



Caps (30)

### FREEFORM QUEST: AMMO GROUND AND POUND



This terminal, previously inaccessible, is now a gold mine, allowing you to stockpile your favorite bullets.

When Ashur or Wernher (depending on who you sided with) tells you about the Ammo Press in the Mill, you should head there and access the terminal immediately. Locate the nearby Materials Bin at the foot of the steel press, and place any unwanted ammunition inside (listed in the table below, which includes Scrap Metal). Activate the terminal, and convert this ammo to your desired type (any listed in the table below). The value of each ammo type affects how many of the new ammunition is pressed. For example, if you press ten 5mm bullets, you're likely to receive three 5.56mm bullets or two .32 caliber bullets.



**Tip**

This is an excellent way for you to dispose of bullets you no longer need and to gather masses of your favorite bullet type!

BULLET TYPE	VALUE
5mm	1
5.56mm	3
10mm	2
.32 caliber	5
.308 caliber	15
.44 magnum	15
Shotgun shell	10
Scrap Metal	20



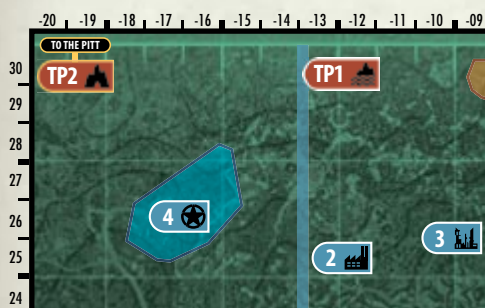
# TOUR OF THE PITT

## The Pitt: D.C. Locations

### TOPOGRAPHICAL OVERVIEW

Northward, in the mountainous regions away from the remnants of civilization, are two often-overlooked locations that offer the brave explorer access to The Pitt. The first of these is a Radio Tower emitting a signal from Wernher, where you first begin your exploration into this new territory. Farther west is a small Slaver camp built around a Train Tunnel that leads to a long series of roads and tunnels that terminate at The Pitt. This is the territory of Ramsey, one of Eulogy Jones's trusted men.

The Capital Wasteland: Zones 1 and 2



### PRIMARY LOCATIONS

#### THE PITT

TP1: Radio Tower (LAT -13/LONG 30)

TP2: Train Tunnel (LAT -19/LONG 30)

#### ZONE 1

- 1.01: Raven Rock (LAT -28/LONG 28)
- 1.02: MDPL-05 Power Station (LAT -27/LONG 25)
- 1.03: SatCom Array NW-05a (LAT -22/LONG 25)
- 1.04: Fort Constantine (LAT -17/LONG 26)
- 1.05: SatCom Array NW-07c (LAT -28/LONG 20)
- 1.06: Broadcast Tower KB5 (LAT -23/LONG 20)
- 1.07: Deathclaw Sanctuary (LAT -22/LONG 20)
- 1.08: Dickerson Tabernacle Chapel (LAT -19/LONG 19)
- 1.09: Mason Dixon Salvage (LAT -14/LONG 21)
- 1.10: Mount Mabel Campground (LAT -21/LONG 17)
- 1.11: WKML Broadcast Station (LAT -17/LONG 18)
- 1.12: The Silver Lining Drive-In (LAT -15/LONG 17)
- 1.13: Drowned Devil's Crossing (LAT -14/LONG 18)
- 1.14: Abandoned Car Fort (LAT -24/LONG 14)
- 1.15: Faded Pomp Estates (LAT -17/LONG 15)
- 1.16: Roosevelt Academy (LAT -17/LONG 14)

#### ZONE 2

- 2.01: Oasis (LAT -03/LONG 28)
- 2.02: SatCom Array NN-03d (LAT -13/LONG 25)
- 2.03: MDPL-21 Power Station (LAT -10/LONG 26)
- 2.04: Clifftop Shacks (LAT 00/LONG 26)
- 2.05: Montgomery County Reservoir (LAT -06/LONG 22)
- 2.06: Broadcast Tower LP8 (LAT -04/LONG 24)
- 2.07: Reclining Groves Resort Homes (LAT -02/LONG 20)
- 2.08: Paradise Falls (LAT -09/LONG 16)
- 2.09: MDPL-13 Power Station (LAT 02/LONG 17)

### TP1: RADIO TOWER (LAT -13/LONG 30)



- Threat Level: 2
- Factions: Slave, Pitt Raider
- Highly Visible Landmark
- Radio Signal
- Inhabitant: Wernher

Pitt Raiders breach a lone Radio Mast, which Wernher impressively defends. A slave asks you to accompany him to The Pitt in order to free his people from the tyranny of Ashur. Locate this mast by listening for Wernher's Distress Radio Signal.

### TP2: TRAIN TUNNEL (LAT -19/LONG 30)



- Threat Level: 2
- Faction: Slaver
- Sleep Mattress
- Underground Connection
- Inhabitants: Prosper, Ramsey

Ramsey has been building this staging ground for ferrying slaves to and from The Pitt for a few weeks, and he's pleased with the progress he and his albino brethren have achieved. Although not violent, the Slavers will attack if provoked or if you attempt to unlock or enter the Slave Pen, which is surrounded by scattered shacks. Adjacent to the camp is the Train Tunnel. Once you are properly attired, you can trek to The Pitt. When you complete this quest, you are free to move to and from The Pitt from this location.

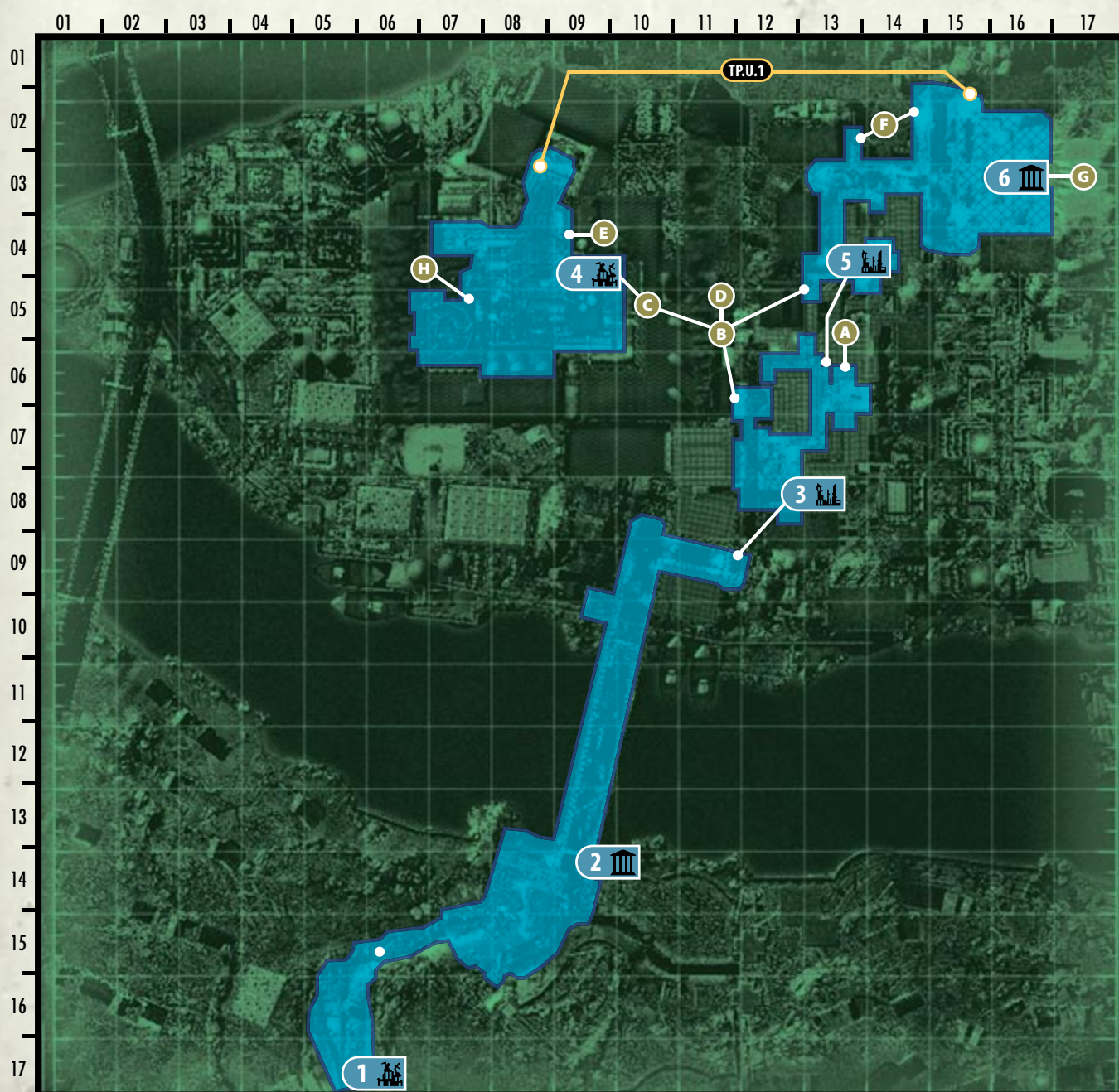
- Ammunition Box (3)
- Worn Slave Outfit



# The Pitt: Pitt Locations

## TOPOGRAPHICAL OVERVIEW

Welcome to The Pitt, a grim and industrial hell-hole. It emits the constant belch of construction, thanks to the enforced labor and giant smelting facilities. Manufacturing steel and other important ores for bartering is at the center of this city's commerce, although all other aspects of society have crumbled like the skeletal tenement blocks that are home to two types of inhabitants: The Pitt Raiders and their underling slaves. Those driven mad by the viral infections that plague this city retreat into darker corners, readying their talons to strike the lone or unwary. Enjoy your stay!





### PRIMARY LOCATIONS

- 1: Pitt Trainyard (LAT 05/LONG 17)
- 2: Pitt Bridge (LAT 09/LONG 14)
- 3: Pitt Downtown (LAT 12/LONG 08)
- 4: Pitt Steelyard (LAT 09/LONG 04)
- 5: Pitt Uptown (LAT 13/LONG 04)
- 6: Haven (Courtyard; LAT 16/LONG 03)

### SECONDARY LOCATIONS

- A: Midea's Quarters (LAT 13/LONG 06)
- B: The Mill (LAT 11/LONG 06)
- C: Abandoned Area (LAT 10/LONG 05)
- D: The Arena (LAT 11/LONG 05)
- E: Supply Plant (LAT 09/LONG 04)
- F: Abandoned Apartments (LAT 14/LONG 02)
- G: Haven (Interior; LAT 17/LONG 03)
- H: Wernher's Hideout (LAT 07/LONG 05)
- TP.U.1: Pitt Underground (Power Plant; LAT 08/LONG 03)

## Primary Locations

### 1: PITT TRAINYARD (LAT 05/LONG 17)



- Threat Level: 3
- Faction: Pitt Raider
- Guns and Ammunition
- Health and Chems
- Underground Connection

The main trainyard for The Pitt has long since fallen into disrepair, and the main rail bridge into the city has fallen into the highly toxic river. In addition, the tunnel is blocked, preventing further journey on rails. A small scouting party of Pitt Raiders guards this yard, ready to report back to the main gate if any enemies are spotted or if slaves try to escape. This is moderately well guarded and is the last stop between the Wasteland and The Pitt.



Pitt Trainyard

#### A Train Tunnel

The exit back to the Capital Wasteland is sealed until you complete the quest in The Pitt. When you're finished, you can traverse to and from this location whenever you wish.

#### 1 Meet and Greet

This is the location where Wernher first greets and then defeats the Pitt Raiders that guard this locale. You are encouraged to help him in this task.

#### 12 Trainyard Roof Facade

A defensive position to ransack once the battle is over. You may wish to take these on your way out from The Pitt, after the quest is over:

- Combat Shotgun
- Chinese Assault Rifle
- Ammunition Box
- RadAway (2)
- First Aid Box

#### B Locked Gate

At this point, Wernher strips you of your weapons and equipment. This is the entrance to The Pitt, and you're sealed inside once you walk through this gate. Wernher has the only key to open it. He gives you a choice of concealed weapons, if you want one.

- .32 Pistol (Concealed)
- Combat Knife (Concealed)

### 2: PITT BRIDGE (LAT 09/LONG 14)



- Threat Level: 3
- Factions: Wild Men, Pitt Raider
- Bear Trap
- Mines
- Guns and Ammunition
- Health and Chems
- Inhabitant: Mex



**Note**

The previous Trainyard map shows all the following locations.

Despite ruling The Pitt with an iron fist, there are still pockets of resistance throughout the city, not least of which is an old Slave Trading Post near the Wabash Bridge, which is now under the control of Wild Men. The bridge is a dangerous trap-filled pathway with Vicious Dogs and a sniper, but it's better to face these than dive into the river below, as radioactive death is instantaneous. On the north side of the bridge, slaves periodically attempt to flee and are blown apart by the many scattered mine traps. Down the street is the main gate to Downtown, guarded by the ever-offensive Mex and his lackeys.

**3 Overturned Truck**

Rummage inside the container to uncover some scattered health benefits.

- Stimpaks

**4 Slave Trading Post**

This is the remains of a building once used as a staging ground for ferrying slaves into the city and holding slaves who have attempted escaping to freedom. This is now home to a group of mad Wild Men, driven crazy by "the sickness." When the Wild Men are nullified, make a sweep for the following items:

- Rad-X
- First Aid Box

**5 Wabash Bridge**

Historical documents reveal this bridge was demolished sometime in the 20th century but was rebuilt later in the 21st century. It offers the only access to and from the city of The Pitt. Once a mighty thoroughfare, this is simply a debris-filled, trap-laden obstacle course.

**6 Danger! Mines**

Beware of your footing throughout this investigation, as the ground is littered with Frag Mines. Throw projectiles to detonate them, or collect them, assuming you aren't savaged by nearby Vicious Dogs.

- Frag Mines

**7 8 Danger! Man-traps**

If you think it is safer to try the footbridge on either side of the road, think again: Man-Traps are liberally scattered about here, which can severely cripple you, impeding your progress.

**9 Sniper's Scaffold**

Accessed via the support archway, there's a lone sniper in a rickety scaffold bridge and hideout. Beware his aim, and search his location for ammunition.

- 10mm Pistol and Ammo
- Ammunition Box

**10 Building Alcove**

The street outside is littered with dangerous Frag Mines. There's little in this alcove except Whiskey and a place to sleep.

**11 Gates**

Mex greets you at these heavily fortified gates and strips you of equipment. If this is the first time through into The Pitt, violence isn't recommended, as you're beaten to death in Downtown if you attack Mex and somehow make it into the inner gate.

**C To Pitt Downtown****3: PITT DOWNTOWN**  
(LAT 12/LONG 08)

- Threat Level: 3
- Freeform Quest (2)
- Factions: Pitt Raider, Slave
- Services: Trader, Repairer
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Sleep Mattress
- Inhabitants: Adan, Bingo, Duke, Friday, Harris, Jackson, Kai, Milly,

Home to the majority of the slaves working in the nearby Mill, Pitt Downtown is a gruesome, grimy, and desperate place, where Pitt Raiders rule and slaves are treated worse than dogs. From the main courtyard, with a hole and a furnace, there's an alley leading northeast toward a Market Square, where the majority of the Slaves plot rebellion. Above the ground, and accessed only after victories in the Arena, are the upper scaffold pathways and bridges. These are home to Pitt Raiders, who can keep constant vigil on their property down below.

**A To The Pitt Bridge**

Accessible only after you complete this quest, this is the only way to return to the Wabash Bridge.

**1 Pitt Raider Slaver Execution**

You have little choice but to watch the gruesome execution of three slaves as you arrive at this location.

**2 Central Pit Excavation Site**

The main Downtown space is taken up by workers stoking a furnace and cutting metal sections apart. Expect three or more workers and just as many Pitt Raider overseers, who are as violent as they are monosyllabic.

**3 Adan's Workplace**

An oddly cheerful worker named Adan works here.

**4 Market Square**

The hub of slave activity in the city, this is where you usually meet Midea and Wernher and where you watch Ashur during his speech. Nearby are stairs that lead up to a door accessing Uptown; this is unlocked only after you emerge victorious from the Arena.

**5 Kai's Slop Eatery**

What generally passes as "food" is disgusting, even by Wasteland standards. Still, it is free and grants some degree of sustenance. Ask Kai for it when she's behind her table.

- Slop

**6 Ashur's Oratory Bridge**

Overlooking the Market Square, Ashur gives his long speech here, just before Midea volunteers you for the Arena. Once you're freed after Arena combat, this becomes a catwalk thoroughfare above the alley.

**7 Jackson's Restroom Toilets**

The seedy Pitt Raider Jackson usually hangs out here, when he's not shanghaiing victims for Steel Ingot-gathering operations.

**8 Doctor Borman's Office**

This used to be a general practitioner's business. You can access the terminal here to read about symptoms of long-dead patients.

**9 Friday's Repairs**

If you require ammunition, weapons, health, or repairs, visit this trader. You can steal her goods if you wish, but it is better to return here to barter or sell items you collect during your Steelyard scavenge, such as items awarded by Everett.

- Friday's Supplies

**10 Bingo's Apartment**

The old alcoholic Bingo sometimes can be spotted here, in this "open-plan" apartment overlooking the main Downtown excavation.

**11 Patrol Catwalks**

From this vantage point, Pitt Raiders overlook the work in the excavation area below.

**12 Pitt Raider Bunks and Ammo Stash**

Accessed via a catwalk from Doctor Borman's Office, this is located a floor above Midea's Quarters and contains the following items and a place to sleep:

- Ammunition Box (6)
- Small Guns (2)
- First Aid Box
- Teddy Bear

### 13 DPW Mail Terminal (Doctor Borman's Office)

A second terminal is located on this upper tenement area, which houses the same patient information as Map Location 8 (Doctor Borman's Office). This office has an open safe and the following items to grab:

- Jet
- Buffout

## 14 Upper Tenement Bedroom

Rummage around here for a bed to sleep in and the following:

- Ammunition Box (3)
- First Aid Box

### 15 Vertigo Bar and Grill

Harris runs this establishment, which offers a large amount of Beer and Buffout, as well as Harris's stash inside the locked fridge, accessed if you procure the Key from him.

## **B To the Mill**

This is unlocked and is the next destination to enter (Secondary Location B) once you speak with Mideg.

## To Midea's Quarters

Unlocked, and vital to reach to continue the quest. This leads to Secondary Location A.

**D Stairwell**

This unlocks after you are freed from slavery after victory in the Arena.

### **E To Pitt Uptown**

Access to the Tenements in Uptown.

### F Catwalk to Upper Bunks and Ammo Stash

### **G Catwalk to and from Middle and Upper Levels**

## FREEFORM QUEST: SECRET SLAVE STASHES

## AA Broken Hydrant Stash

## BB Broken TV Stash

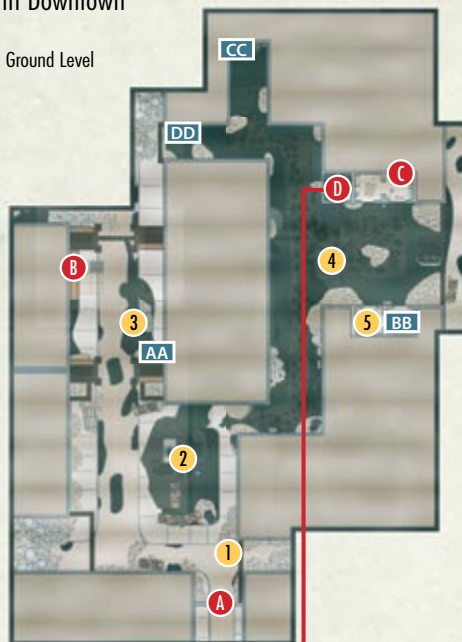
## Engine Block Stash

## **DD** Hidden Vent Stash

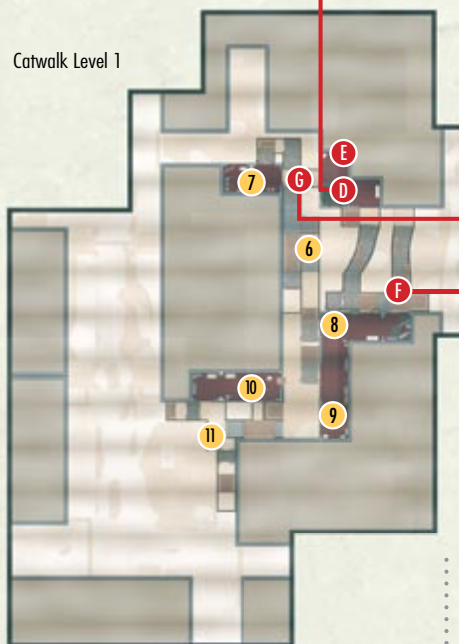
Dotted around the Downtown area (as shown on the map) are four pieces of debris that you'd normally overlook. However, this time closely inspect each one, as hidden inside is a small collection of random bits and bobs (usually a Stimpak, Chems, or other health-imbuina items).

## Pitt Downtown

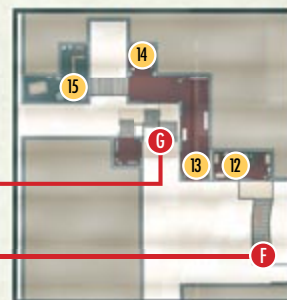
Ground Level



Catwalk Level 1



Catwalk Level 2



## FREEFORM QUEST: WILD BILL'S LAST STAND

Visit Milly, who usually wanders the alley connecting the Market Square to the excavation site. She pleads with you to locate the whereabouts of her good friend Wild Bill. Unfortunately, Bill is slumped against a corner wall in the Steelyard (Map Location 20: Wild Bill's Corpse), quite dead. Return with a Note from him or lie to Milly to receive some random health items.



## 4: PITT STEELYARD

(LAT 09/LONG 04)



- Threat Level: 5
- Freeform Quest (2)
- Factions: Trog, Wild Men
- Low Radiation
- Guns and Ammunition
- Health and Chems
- Perk!
- Rare or Powerful Item
- Underground Connection
- Inhabitant: Wild Bill (Deceased)

Once the main Steel-producing center of The Pitt, recent and increased activity by Wild Men and Trogs have rendered this a no-go area. Slaves unlucky enough to be ordered to work in this gloomy location are soon savaged to death by the inhuman humanoids that prowl this grimy area. The Steelyard is dangerous in other ways, too, as there are a variety of ledges, planks, walkways, and pipes to plummet off. However, it is here you must forage for as many Steel Ingots as you wish

to find. You need a minimum of ten from here, the Supply Plant, or the Abandoned Area.

### Steel Ingot Locations

LOCATION	# OF INGOT PILES	TOTAL # OF INGOTS AVAILABLE
Steelyard (Primary Location 4)	26	79
Supply Plant (Secondary Location E)	4	18
Abandoned Area (Secondary Location C)	1	3
Total	31	100

### FREEFORM QUEST: MILL WORKER



*Tip*

For every ten Ingots you return to Everett, you receive a unique item (detailed after the search is complete). Collect every Ingot (100) to receive the Mill Worker Achievement.

#### 1 Pitt Slave (Deceased)

- Assault Rifle and Ammo
- Steel Ingot (2)
- 2 of 100 Steel Ingots located

#### 2 Refuse Skip

- Steel Ingot (2)
- 4 of 100 Steel Ingots located

#### 3 Refuse Skip

- Steel Ingot (2)
- 6 of 100 Steel Ingots located

#### 4 Dumpster

- Steel Ingot (3)
- 9 of 100 Steel Ingots located

#### 5 Top of Brown Rail Carriage

You receive the Auto Adept Perk after you collect ten Ingots.

- Steel Ingot (2)
- Auto Adept
- 11 of 100 Steel Ingots located

#### 6 Refuse Skip

- Steel Ingot (3)
- 14 of 100 Steel Ingots located

#### 7 Body Near Blocked Tunnel

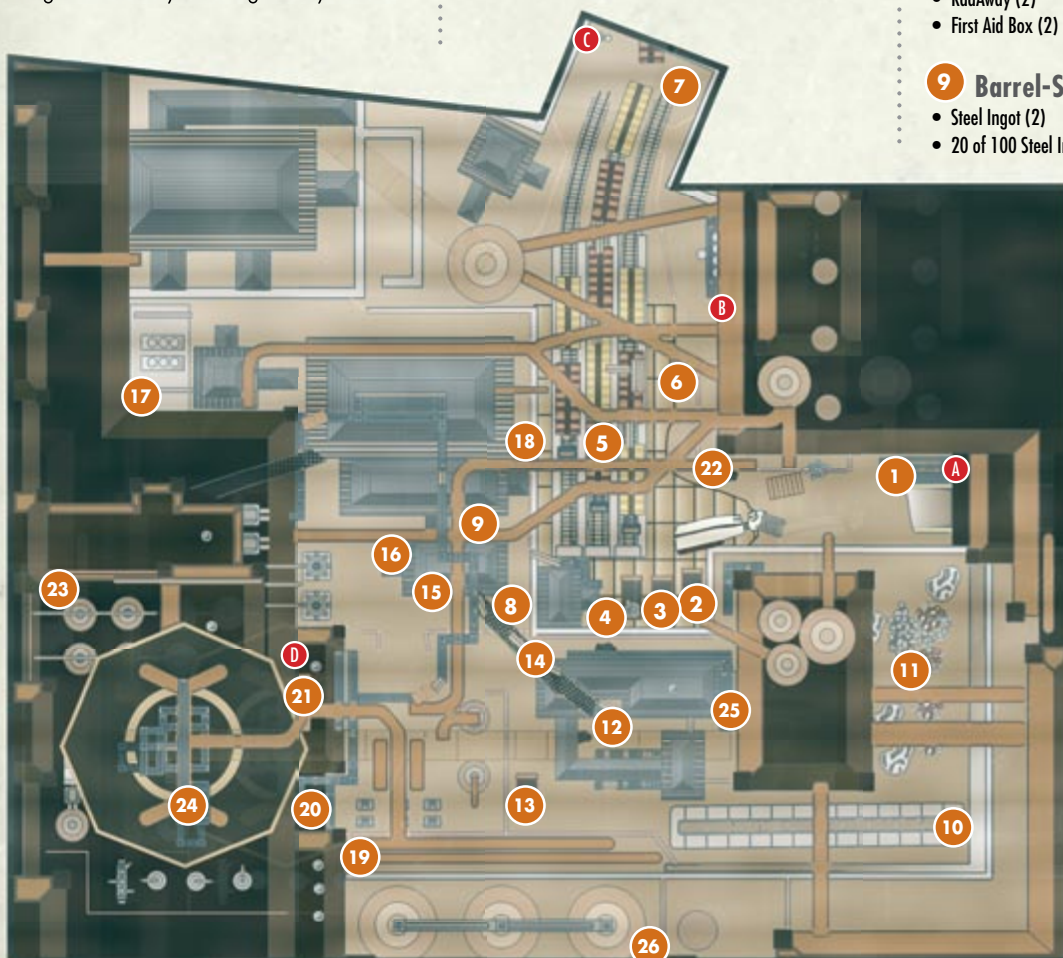
- Steel Ingot (2)
- 16 of 100 Steel Ingots located

#### 8 Metal Hut

- RadAway (2)
- First Aid Box (2)
- Steel Ingot (2)
- 18 of 100 Steel Ingots located

#### 9 Barrel-Strewn Alcove

- Steel Ingot (2)
- 20 of 100 Steel Ingots located



Pitt Steelyard

### 10 Storm Drain (Raider Corpse)

- Ammunition Box (2)
- Assault Rifle
- Steel Ingot (3)
- 23 of 100 Steel Ingots located.

### 11 Abandoned and Radioactive Barrels

- Steel Ingot (3)
- 26 of 100 Steel Ingots located

### 12 Corrugated Building Courtyard

- First Aid Box
- Steel Ingot (2)
- 28 of 100 Steel Ingots located

### 13 Refuse Skip

- Steel Ingot (2)
- 30 of 100 Steel Ingots located

### 14 Makeshift Girder Bridge

- Steel Ingot (2)
- 32 of 100 Steel Ingots located

### 15 Under the Corrugated Shed Stairs

- Steel Ingot (2)
- 34 of 100 Steel Ingots located

### 16 Rusting Shelves (Top and Bottom)

- Steel Ingot (4)
- 38 of 100 Steel Ingots located

### 17 Mine Cart (Near Wild Men Fight)

- Ammunition Box
- First Aid Box
- Steel Ingot (4)
- 42 of 100 Steel Ingots located

### 18 Pitt Slave Corpse

- Combat Shotgun and Ammo
- Steel Ingot (2)
- 44 of 100 Steel Ingots located

### 19 Giant Pipes Alcove

- Steel Ingot (2)
- 46 of 100 Steel Ingots located.

### 20 Wild Bill's Corpse

This is part of **Freeform Quest: Wild Bill's Last Stand**, which began in Pitt Downtown by speaking to Milly.

- Note from Wild Bill
- Wild Bill's Sidearm (95/152)
- Steel Ingot (2)
- 48 of 100 Steel Ingots located

### 21 Wild Men Ramshackle Hut

- Ammunition Box (5)
- First Aid Box
- Steel Ingot (2)
- 50 of 100 Steel Ingots located

### 22 Parallel Pipe

- Steel Ingot (2)
- 52 of 100 Steel Ingots located

### 23 Blast Furnace Roof Corner

- First Aid Box
- Steel Ingot (4)
- 56 of 100 Steel Ingots located

### 24 Blast Furnace Summit

The central pit has Wild Men to defeat and a wall terminal you can hack to deactivate the turret. Use the precarious gantry catwalks to reach the summit and a large Ingot cache.

- First Aid Box (2)
- Steel Ingot (12)
- 68 of 100 Steel Ingots located

### 25 Long Steep Ramp, to Brick Building Platform

- Steel Ingot (7)
- 75 of 100 Steel Ingots located

### 26 Mesh Fence Alcove, by Container Tank

- Steel Ingot (4)
- 79 of 100 Steel Ingots located

#### A To Abandoned Area

The main entrance to and from the Steelyard.

#### B To the Supply Plant

If you wish to continue your Ingot hunt, there are more to find through this old Supply Plant entrance, near the bank of Protectrons.

#### C To Pitt Underground (Power Plant)

This manhole cover is firmly sealed and accessible only if you have the key. Wernher has this and is accessed when you visit him in his hideout (secondary location H).

#### D To Wernher's Hideout

The first time you pass the entrance to secondary location H, it is firmly boarded up and sealed. It only becomes accessible once you meet with Ashur, at Haven.

## 5: PITT UPTOWN (LAT 13/LONG 04)



- Threat Level: 4
- Faction: Pitt Raider
- Low Radiation
- Guns and Ammunition Health and Chems
- Underground Connection
- Inhabitants: Krenshaw, Lulu, Mona, O-Dog, Phantom, Reddup, Squill, TroubleMan, Vikia

Uptown is primarily a Pitt Raider paradise, with defenses and lighting constantly checked to ensure no Trog incursions occur. Part of the crumbling tenement blocks hold a number of wandering Raiders, all loyal to Ashur. Much like Downtown, you are able to access the ground and upper levels via a series of

scaffolds and catwalks. North of the open-plan tenements is an Abandoned Apartment. To the east is the main Courtyard and the entrance to the Power Plant and Haven Interior.

#### 1 Gate

Unlock this gate, allowing access to and from the middle of Uptown, on ground level.

#### 2 Southern Courtyard

Under the suspended catwalks and ramps is a central courtyard, where toxic and radioactive barrels are dumped. There's little to forage for here, except radiation poisoning.

#### 3 Southern Corridor

With a blown-out wall offering good views of the tenement block across the way, this allows access to the catwalks and to Downtown. There's Beer to gather here, some choice expletives on the walls, and Pitt Raiders to interact with.

#### 4 Southern Catwalks

The easiest way to reach the central building complex is via these sturdy suspended pathways. To the east is a series of ramps leading back down to ground level and Map Location 1 (Gate), as well as a sniping platform on the corner above the gate. Head north, into the central building, or move up the ramp to the east to reach the top of the building, and Map Location 6 (Central Building Roof).

#### 5 Central Corridor

Expect little except scattered alcohol and a few messy mattresses here. There are footlockers to ransack too.

#### 6 Central Building Roof

A Raider is likely to be shooting at bottles inside a tenement block opening to the south (which is inaccessible). Here, the majority of the Pitt Raiders' Chems and Beer lie scattered about. This is the thoroughfare to the ramps on the north side.

#### 7 Central Roof Bedroom

Expect to find Jet, Whiskey, and Beer inside this ruined chamber.

#### 8 Central Building: North Tenement

This offers good views of the Haven Courtyard and some Beer.

#### 9 Central Building: Middle Room

Halfway down the northern exterior ramp is another room with a blown-out wall, offering great sniping views across the plaza.

- Scattered Chems
- RadAway

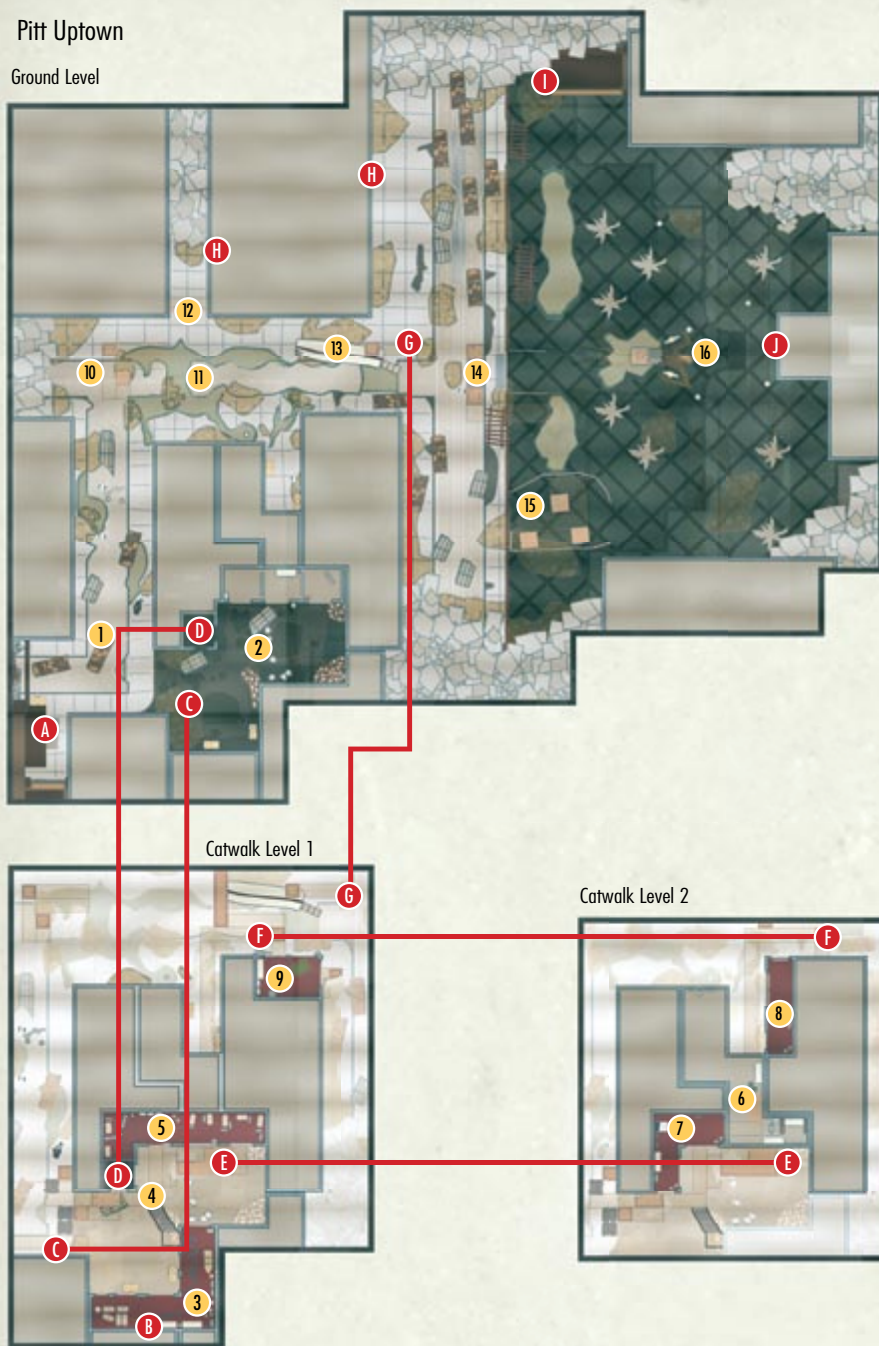
#### 10 Reddup's Tower

Ashur's fanatical follower usually resides here, at this multilevel scaffold tower designed to offer defense and range against attackers.



## Pitt Uptown

Ground Level



## 11 Central Courtyard

This is the main path to and from Haven Courtyard Plaza. It allows access to the north-south street and the scaffold ramp up to the central tenement block.

## 12 Gate

Unlock this gate to access the western (and preferred) entrance to the Abandoned Apartment.

## 13 Nuka-Cola Truck Container

More of a landmark than anything else, this forms the base of the ramp leading up to the central tenement building or down to the main street segmenting the Haven Courtyard Plaza to the western high-rises.

## A To the Mill

This is at ground level.

## B To Pitt Downtown

This is a door in the middle-level tenement wall.

## C Ramp Base

Access this ramp to ascend to the southern catwalks.

## D Stairwell

Rarely used, this takes you from the ground to the middle floor of the central building.

## E Catwalk Upper Ramp

Ascend this to reach the central tenement roof.

## F Catwalk Northern Ramp

This suspended ramp allows access to and from the roof via the northern catwalks.

## G Ramp Base

Head up the northern catwalks from the center of Uptown.

## H Door to Abandoned Apartment

There are two doors to choose, but the preferred one is to the west, as it allows a more thorough exploration without backtracking.

## 6: HAVEN

(COURTYARD; LAT 16/LONG 03)



- Threat Level: 4
- Factions: Pitt Raider, Trog
- Low Radiation
- Highly Visible Landmark
- Underground Connection
- Work Bench



## Note

The previous Uptown map shows all the following locations.

Dominating this expansive courtyard plaza is a giant effigy, flanked by two gouts of intermittent fire. A twisted monument to the sickness, this has the added benefit of keeping Trogs away, as they are light-sensitive. However, Ashur knows from past massacres that the lights must be kept on to avoid a Trog influx. The effigy stands at the foot of Ashur's base. It is a skyscraper known as Haven, due to the safety and experimentation into curing the sickness that takes place inside.

## 14 15 Scaffold Towers (Central and South)

Guarding the main north-south abandoned roadway from Trog incursions, this is the last line of defense prior to the Haven fortification.

## 16 Grotesque Effigy

A carved monument to one man's power. This marks the entrance to Haven.

## C To Pitt Underground (Power Plant)

This leads to a small chamber with a Work Bench and copious bottles of Beer. However, the trapdoor leading underground can't be accessed from this direction. Check Secondary Location TP.U.1 for further information.



# Secondary Locations

## A: MIDEA'S QUARTERS (LAT 13/LONG 06)



- Threat Level: 1
- Faction: Slave
- Freeform Quest
- Inhabitant: Midea

A compact hovel where Midea rests when she isn't organizing and attempting to survive the Pitt Raiders' persecution of the slaves. The Raiders are all too aware of this agitator, but killing an old woman isn't part of Ashur's plan. Instead, Midea is tolerated. If you side with Midea and Wernher, **Freeform Quest: Toys for Tots** is available at this location, once the main quest ends.

## B: THE MILL (LAT 11/LONG 06)



- Threat Level: 4
- Guns and Ammunition
- Freeform Quest
- Rare or powerful item
- Factions: Slave, Pitt Raider
- Inhabitants: Everett, Hammer, Marco
- Area is locked

Raw materials are melted down and poured into giant smelting presses by a relentless force of indentured slaves, while the upper walkways are patrolled by Pitt Raiders. The Mill is a hive of activity at all times, and it is a hub that allows access to and from Downtown and into the Abandoned Area toward the Steelyard. There's even access to Uptown, assuming you've freed yourself from slave bonds. You can return here to change your unwanted ammunition into ordnance you need.

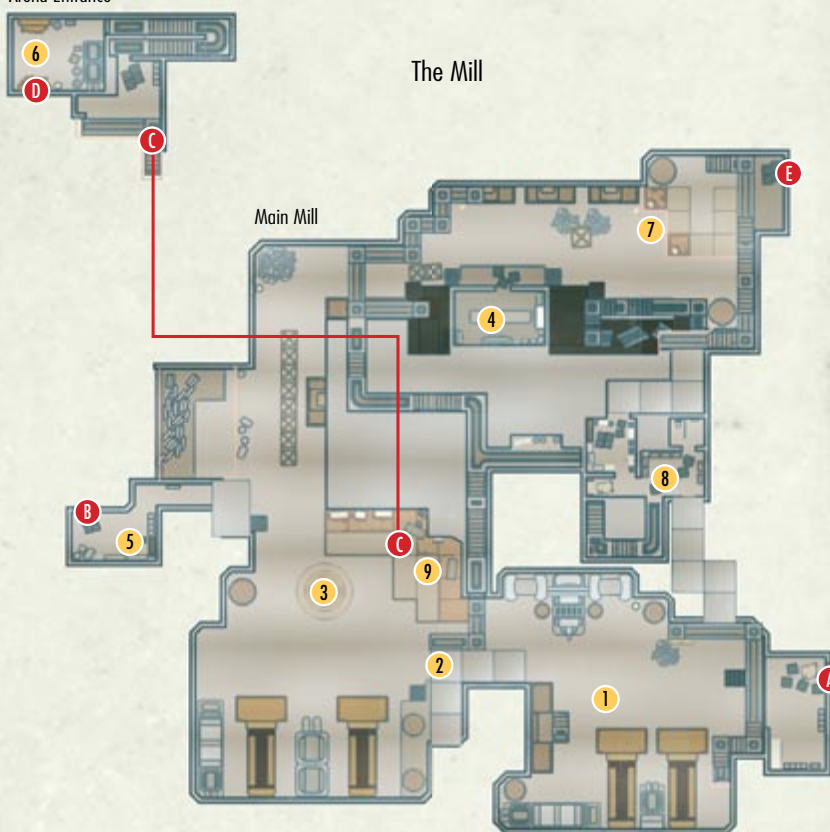
### 1 Entrance Floor

Your first sight of the Mill in operation.

### 2 Ammo Press

When the Main Pitt quest is over, you may be able to access this Ammo Press and begin **Freeform Quest: Ammo Ground and**

Arena Entrance



**Pound.** Locate the Materials Bin at the foot of the press, place your unwanted ammo in it, and activate the terminal to covert it to your chosen ammo type.

### 3 Arena Viewing Skylight

Ashur and assembled onlookers watch Arena fights from this vantage point. The Arena itself is directly underneath.

### 4 Rotary Presses

Marco is in charge of this computerized chamber, where he will furnish you with a new weapon!

- Auto Axe

### 5 Everett's Office

This Pitt Raider trades collected Steel Ingots (gathered from the Steelyard, Supply Plant, and Abandoned Area), and swaps them for a variety of desirable equipment:

### 6 Arena Entrance

Accessed once Midea offers your name to Ashur as a slave champion, you must descend to this small room, passing Spook. You meet Faydra, who prepares you for each of the three Arena battles.

### 7 Hammer's Gate

This sealed gate is unlocked only after you're

The Mill

victorious in The Pitt. Once through, you can access the Mill's kitchens and balconies and can open the door to Uptown.

### 8 Upper Kitchens

Accessed after you pass through Hammer's Gate, this series of winding corridors and balconies allows you to look over the Mill floor below. The Kitchens are the hub of this upper area.

### 9 Mesh Balcony: Arena Overlook

Offering even better views of Arena fights, this balcony above the Arena skylight offers some light refreshment:

- Beer and Jet
- Teddy Bear

### A To Pitt Downtown

### B To Abandoned Area

This is also the route to and from the Steelyard.

### C Arena Access Route

This is unlocked only after Midea suggests you as a slave champion to Ashur.

### D To Arena Pit

This is where you go to face the three battles that result in your freedom—if you survive!



## E To Uptown

Accessed after you are freed from slavery.

# OF COLLECTED INGOTS	EVERETT'S REWARD
10	Laborer Outfit (96/152)
20	Filtration Helmet (97/152)
30	Steel Knuckles (98/152)
40	Metal Master Armor (99/152)
50	Metal Blaster (100/152)
60	Bombshell Armor (101/152)
70	Leather Rebel Armor (102/152)
80	The Mauler (103/152)
90	Perforator (104/152)
100	Tribal Power Armor (105/152)

## C: ABANDONED AREA (LAT 10/LONG 05)



- Threat Level: 3
- Freeform Quest
- Factions: Pitt Raider, Trog

Due to Trog's overrunning this area, it has been abandoned. A hastily erected mesh fence has been constructed to keep Trog's out. However, when you return from searching through the Steelyard, expect the Trog's to have broken through the fence. However, you can enter the hole the Trog's created, which gives you access to the large and empty chamber. Take the last of your Ingots here.

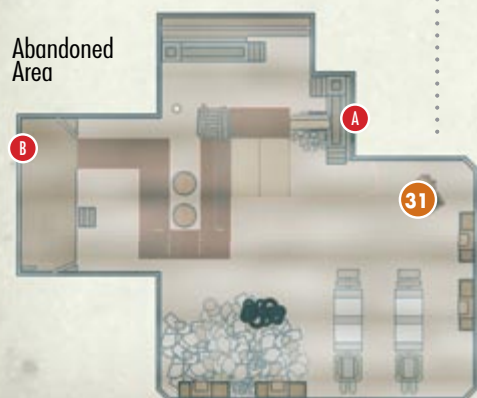
## 31 Mine Cart

- Steel Ingot (3)
- 100 of 100 Steel Ingots located

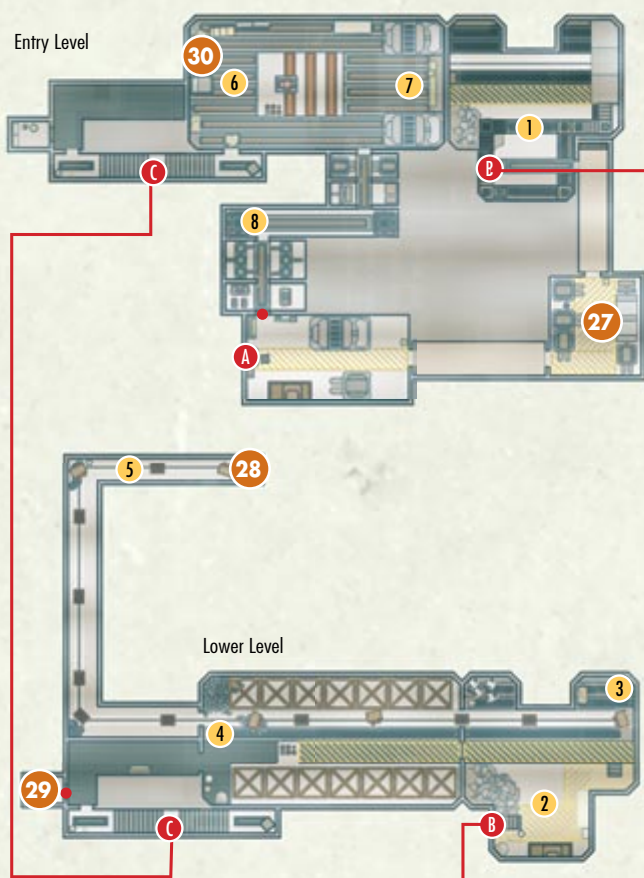
## A To the Mill

## B To the Steelyard

Everett leads you here.



## Supply Plant



## D: THE ARENA (LAT 11/LONG 05)



- Threat Level: 5
- Faction: Pitt Raider
- High Radiation
- Area is locked
- Guns and Ammunition
- Perk
- Inhabitants: Faydra, Gruber, Grudd Bear, John Bear, Spook

Many a brave slave has been slain while attempting to become "free"; indeed, there is a current roster of champions chosen from the very ranks of the Pitt Raiders' indentured servants. The Arena is a small, enclosed death trap where you must engage in three fights, each more dangerous than the last. Radioactive barrels are dropped into the fray, after which you must engage Scab Slave Fighters, Grudd and John Bear, and finally Gruber. Pillage their items after defeating them. Survive three fights, and your body

becomes more resistant to Radiation, and you receive the Pitt Fighter Perk.

- Grudd's Flamer
- John's Deathclaw Gauntlet
- Gruber's Infiltrator
- Pitt Fighter

## E: SUPPLY PLANT (LAT 09/LONG 04)



- Threat Level: 4
- Factions: Pitt Raider, Trog
- Low Radiation
- Baseball Pitcher
- Grenade Bouquet
- Gas Leak
- Guns and Ammunition
- Health and Chems
- Rare or Powerful Item
- Sleep Mattress

An abandoned Supply Plant is a foraging ground for Trog's, who hunt both Pitt Raiders and Wild Men inside the tracks and winding passages contained inside this derelict structure. Beware of traps laid by the wary, long since succumbed to hunger or savaging, and bring your best lockpicking skills to open the storage door to secure more clusters of Ingots.



### 27 Trog Chase Corner

There's a wall terminal nearby that you can access to read statements from the Supply Plant's management.

- Steel Ingot (3)
- 82 of 100 Steel Ingots located

### 1 Stairwell

You can fire on Trogs scampering about the floor below you from this vantage point.

- First Aid Box

### 2 Factory Floor Rec Area

There's a fridge, sofa, and other debris here.

### 3 Track Conveyor Corridor

Beware of a Grenade Trap here, close to the corner, where you can obtain the following:

- Assault Rifle
- Ammunition Box

### 4 Track Conveyor Fork

Search the shelves for items, and activate the Protectron if you wish.

- First Aid Box (2)

### 5 Cart Track

Amid the rusting carts are two agitated Wild Men armed with Flamers.

### 28 Debris Pile

Check the overturned cart for the following haul:

- Steel Ingot (8)
- 90 of 100 Steel Ingots located

### 29 Utility Closet

Unlock the closet to access some shelving and a stash of Ingots, then check the shelves for Chems, a First Aid Box on the wall, and a terminal on a small table with a .32 Pistol resting on it.

- Chem Supplies
- First Aid Box
- Steel Ingot (6)
- 96 of 100 Steel Ingots located

### 6 7 Generator Room

Check the bed for a unique weapon and other items, and stand on the plates to receive some baseballs from the suspended pitcher in the middle of the room. There's another terminal at the room's opposite end.

- Chem Supplies
- Man Opener (106/152)
- Flamer Fuel (2)
- First Aid Box

### 30 Bedside Cabinet

- Steel Ingot
- 97 of 100 Steel Ingots located

### 8 Danger! Escaping Gas

Holster certain weapons that create sparks. The one-way door back to the entrance opens from this direction (heading south).

### A To the Steelyard

The fleeing Wild Men exit through this door.

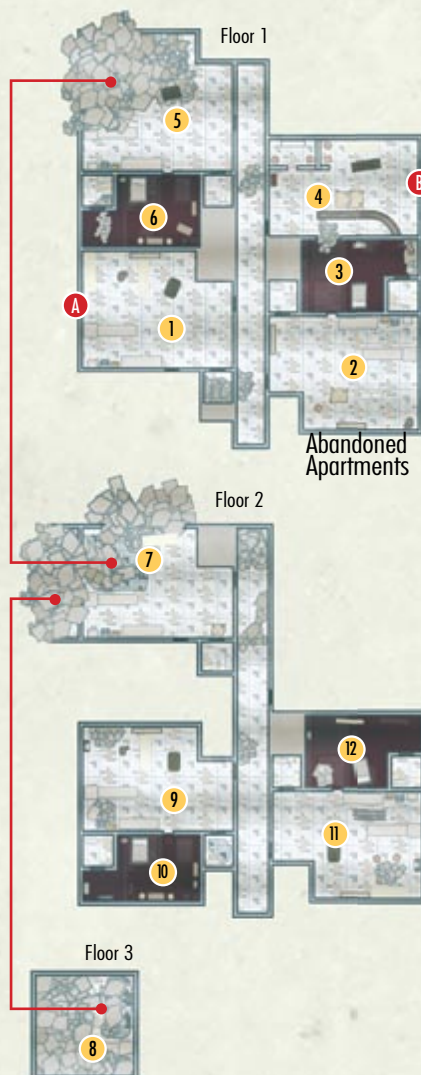
### B C To and from Lower Level

## F: ABANDONED APARTMENTS

(LAT 14/LONG 02)



- Threat Level: 4
- Factions: Pitt Raider, Trog
- Gas Leak
- Nuka-Cola Quantum (3)
- Guns and Ammunition
- Health and Chems
- Sleep Mattress



## Note

Located in the northern part of Uptown is a series of tumbledown apartment chambers filled with refuse, Trogs, and items. You can optionally head in here at any time, either via the locked gate in the middle courtyard or from the road area near the plaza. The exploration route assumes you entered via the gate and alley door.

### 1 Smoker's Apartment

Near a long-dead emphysema victim is a door that is locked if you approach from the corridor side. In the apartment are scattered items and the following:

- Carton of Cigarettes (6)
- First Aid Box (2)

### 2 Southeast Apartment

- Nuka-Cola Quantum (95-96/110)
- Darts

### 3 Southeast Bedroom

- Sexy Sleepwear

### 4 Front Desk and Foyer

Check the desk safe; unlock items via the safe or terminal to gain some Caps and other random items.

- Carton of Cigarettes (2)
- Desk Safe Items
- Darts

### 5 6 Northwest Apartment

Check the bathroom for ammo. The bedroom has a bed to sleep in. Beware of the leaking gas pipe between the floors. Climb the rubble to access the middle floor.

- Ammunition Box
- First Aid Box

### 7 8 Northwest Apartment (Middle and Upper Floor)

Continue up through the rubble for the following:

- First Aid Box
- Power Fist
- Nuka-Cola Quantum (97/110)

### 9 Chinese Sympathizer's Apartment

There's usually Trog resistance here. Grab the Bonnet and Baseball Cap if you wish. Watch for the hole in the bathroom floor; drop through it to exit this building.

During your reconnoiter of this second-floor apartment, be sure to find a Ham Radio on a table and switch it on. There's some (very) faint Morse Codedmessages. Perhaps this, when translated, reveals something entertaining?

- First Aid Box
- Flamer Fuel (2)

### 10 Chinese Sympathizer's Bedroom

Unlock to enter, and don't forget to check the floor safe and bathroom for a wealth of items.



- Floor Safe Items (including Hat of the People)
- .44 Scoped Magnum and Ammo
- Ammunition Box (3)
- Chinese Assault Rifle (3)

## 11 12 Southeast Apartment (Middle Floor)

There's a hole back down to the ground floor, but little else to find. Beware of escaping gas!

- Darts

## A B To Pitt Uptown

## G: HAVEN

(INTERIOR; LAT 17/LONG 03)



- Threat Level: 4
- Faction: Pitt Raider
- Freeform Quest
- Guns and Ammunition
- Health and Chems
- Highly Visible Landmark
- Perk!
- Rare or Powerful Item
- Inhabitants: Ashur, Marie, Sandra Kundanika

A towering skyscraper known as Haven is the setting for the most unexpected medical breakthrough in centuries, involving Ashur's own baby daughter named Marie. Although some people disapprove, testing Marie is vital to the survival of those living in The Pitt, as Ashur's daughter is in perfect health, and no one knows why. Ashur's inner sanctum is accessed via an elevator bank upstairs from the lobby. You are wise to at least hear Ashur out before starting a fight in here. He may have a proposition for you....

### 1 Entrance Foyer

A faded grandeur mixed with the grime and gore of Pitt Raider activity.

### 2 Guard Platform

Expect two Pitt Raiders to guard this platform near the elevator bank.

### 3 Sleeping Quarters

These have mattresses you cannot sleep on, footlockers, and scattered Beer.

### 4 Haven Hallway

Flanked by guards, this leads directly to Ashur's office.

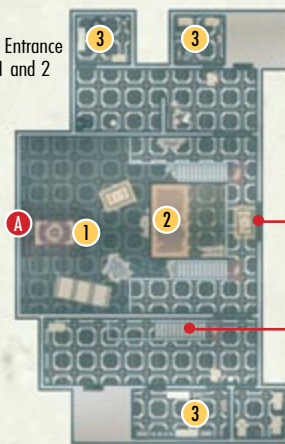
### 5 Ashur's Office

Speak with the leader of the Pitt Raiders and one-time Brotherhood of Steel member, and choose a side for the end of the quest.

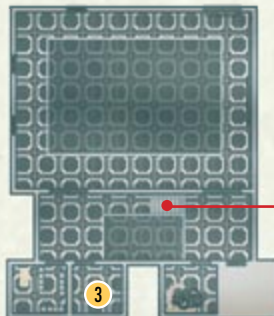
- Ashur's Key (This opens the safe in his bedroom.)
- Ashur's Power Armor (107/152)

## Haven

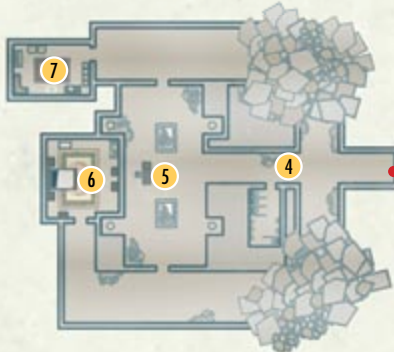
Haven Entrance  
Floor 1 and 2



Haven Entrance  
Floor 3



Haven



### 6 Ashur's Bedroom

There is a pistol on the bedside cabinet, a crib, a wall terminal that shuts off the turret controls, and a wall safe (see Ashur's Key or Lockpick) with items and four Holotapes.

- 10mm Pistol
- Holotape Diary 1: To Marie
- Holotape Diary 2: The Scourge
- Holotape Diary 3: The Mill
- Holotape Diary 4: The Cure

### 7 Sandra's Laboratory

Ashur's wife and their newborn baby reside here. You can obtain Cure Research from Sandra's body or from the nearby terminal, which also provides information on Sandra's experiments. Side with Ashur and Sandra, and you're awarded the Booster Shot Perk at the end of the quest. If you side with Ashur and

Sandra, **Freeform Quest: Toys for Tots** is available at this location after the main quest ends.

- First Aid Box
- Cure Research
- Booster Shot

## A To Uptown

## H: WERNHER'S HIDEOUT (LAT 07/LONG 05)



- Threat Level: 3
- Faction: Slave

Located in the southwestern upper area of the Steelyard and guarded by slaves, Wernher's Hideout is completely inaccessible until you've met with Ashur and you're deciding who to side with. The Hideout contains a single room with a crib ready to receive Marie. You can kill or side with Wernher; either allows you to search or take his Power Plant Key, finally allowing you access to secondary location TP.U.1.

- Stealth Boy
- Power Plant Key

## TP.U.1: PITT UNDERGROUND (POWER PLANT) (LAT 08/LONG 03)



- Threat Level: 4
- Faction: Trog
- Gas Leak
- Grenade Trap
- Area is locked
- Health and Chems
- Sleep Mattress
- Underground Connection
- Work Bench

This underground power plant is extremely difficult to enter; you need Wernher's Power Plant Key, which is available only when Wernher resides in his Hideout (Secondary Location H). The Underground itself is a series of dangerous winding passages and rooms with Trogs to battle and gas to keep inert. The exit brings

you up into the Haven Courtyard Plaza (Primary Location 6), but the trapdoor leading there opens only in one direction, forcing you to enter this subterranean zone from the Steelyard manhole.

### 1 Broken Sewer Wall

Step through here, past a large pile of rotting meat.

### 2 Staircase

- First Aid Box

### 3 Pipe Room

There's little point to exploring behind the pipes, as the area is difficult to navigate without becoming stuck, and you'll be attacked by Troggs. Head up the ramp.

### 4 Dead Body

This is at the end of the ramp tunnel, before you descend into the generator room.

- First Aid Box

### 5 Generator Room

Beware the explosive traps and a toilet!

### 6 Generator Room 2

There is Jet and Beer strewn around, as well as a First Aid Kit and Nuka-Cola Machine. Exit via the northeast door.

- Jet
- First Aid Box

### 7 Dead Pitt Slave

Danger! Grenade Trap!

- First Aid Box

### 8 Danger! Escaping Gas

Use an Auto-Axe, and search the room for a Makeshift Mattress, Jet, food, and Beer before exiting along the balcony and out past the Beer Skeleton.

### 6 Generator Room 2: Upper Floor

This is a Protectron Pod balcony room, which can be activated. The terminal to the south controls the floodlights. Terminating the controls allies you with Wernher, causes the deaths of Ashur and Sandra, and makes all Pitt Raiders hostile toward you.

- First Aid Box

### 9 Uptown Exit Chamber

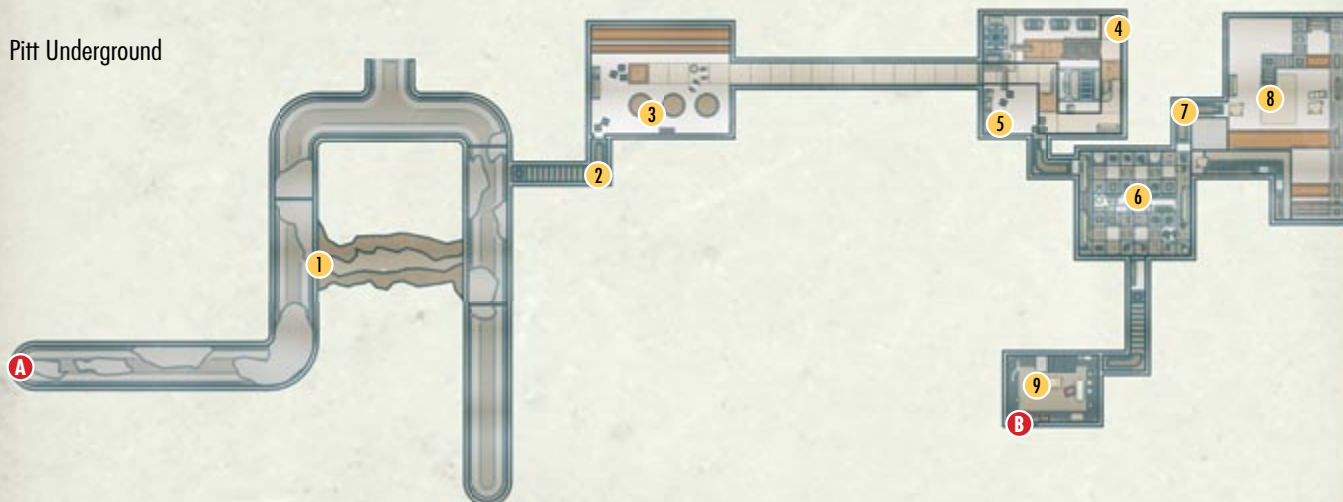
Access via a trapdoor in the ceiling. This has a Work Bench and the following items, as well as an exit out to the Haven Courtyard Plaza.

- Jet
- First Aid Box (2)
- Work Bench

### A To Steelyard

### B To Uptown Plaza

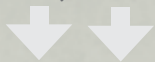
Pitt Underground







## Chapter 4



## BROKEN STEEL



## Death from Above



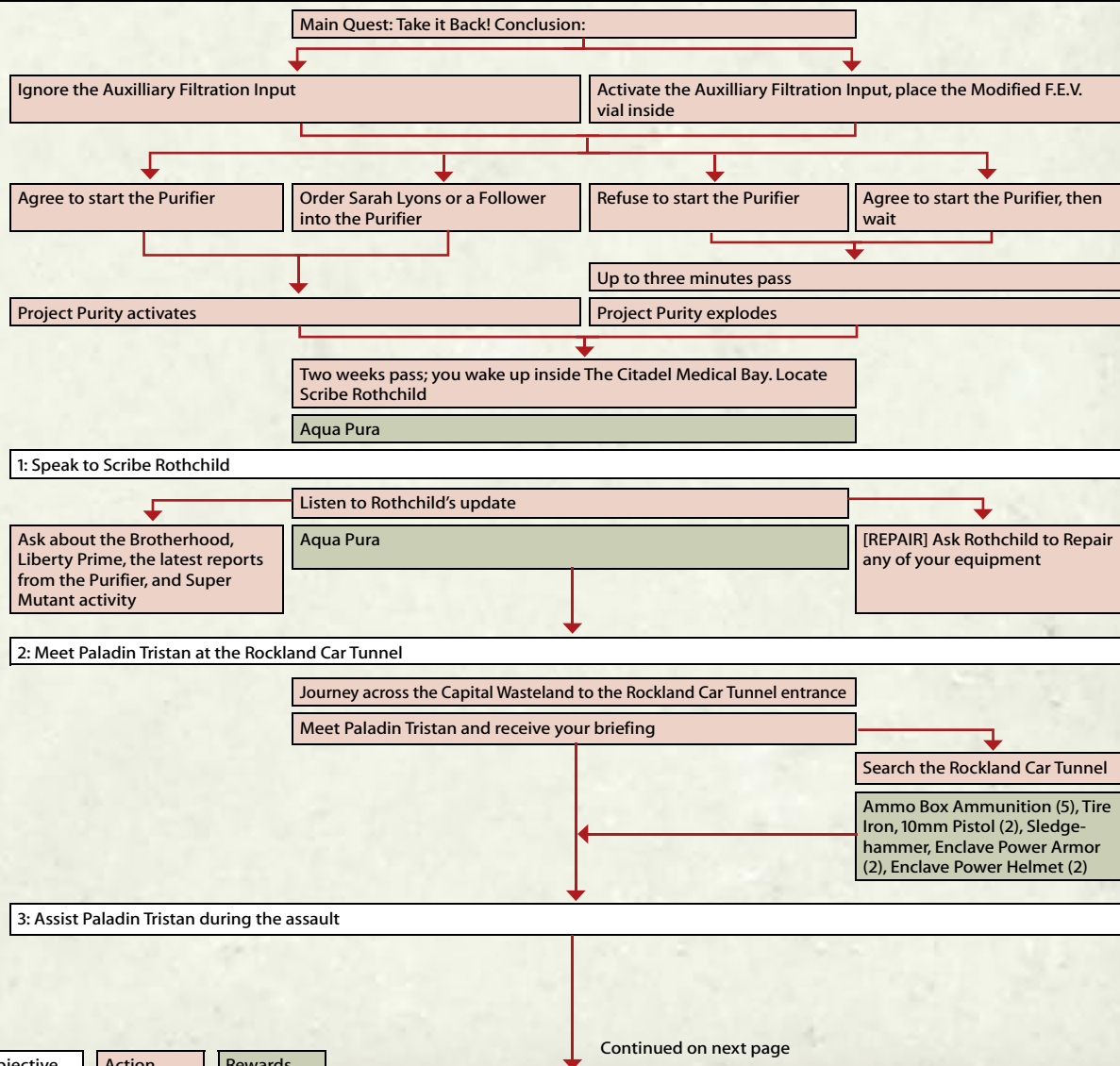
## Note

This quest begins at the very end of Main Quest: Take It Back! You must have reached this quest, but not completed it, to access this additional adventure.

## QUEST FLOWCHART

## MAIN PATH

Main Characters	Sentinel Sarah Lyons, Elder Owyn Lyons, Sawbones, Scribe Rothchild, Paladin Tristan, Liberty Prime
Locations	Jefferson Memorial, The Citadel, Rockland Car Tunnel, Satellite Relay Station, Satellite Relay Station Cliff Entrance
Adv. Items/Abilities	—
Possible Enemies	Enclave Soldiers



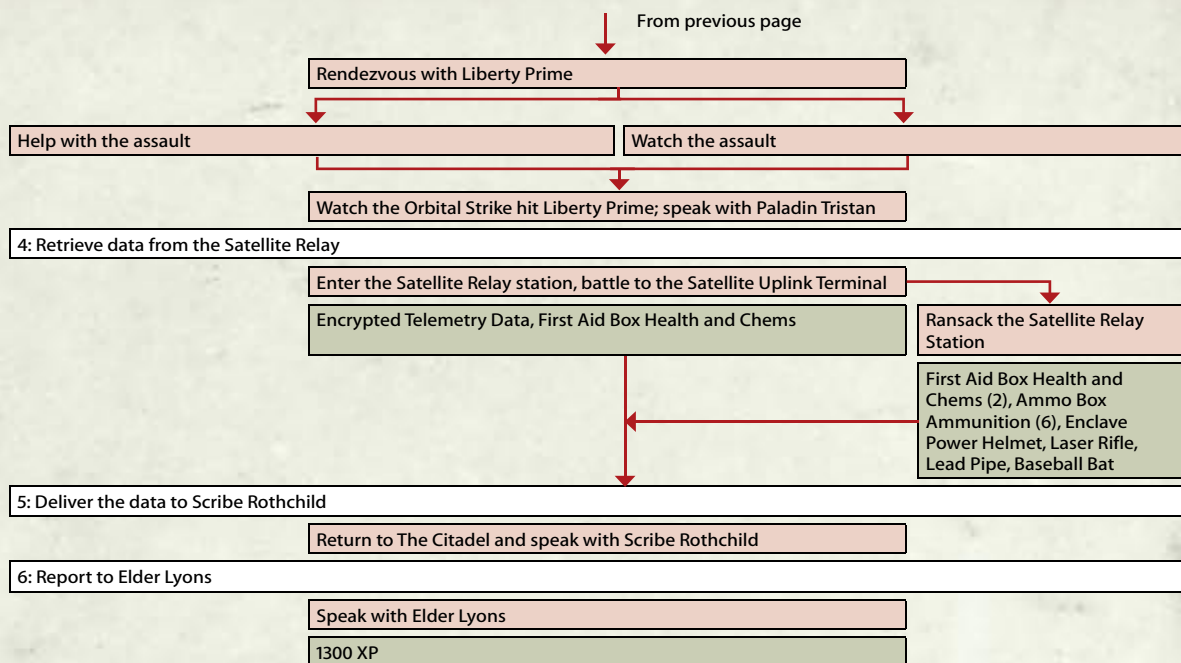
Color code:

Objective

Action

Rewards

Continued on next page



## A NEW EDEN



Wakey, wakey! A lot has happened in the two weeks since you sacrificed yourself (or your Super Mutant buddy, robot pal, or Ghoul friend).

Your Main Quest adventuring is about to conclude. We rejoin the action just after you've defeated Colonel Autumn, and you're seeking a heroic figure to head into the Purifier and risk almost certain death. You have various options:

You can follow President Eden's edict and insert the agent into the water supply. This adds modified F.E.V. into the Project Purity water supply, but the effects aren't noticeable until after you recover from this venture.

You can persuade Sentinel Lyons to take one for the team, and switch on the Purifier herself.

You can chat to one of your followers, urging and then ordering them to make a possibly supreme sacrifice. Naturally, Dogmeat isn't going to be able to input the correct code, so your choice of Followers is limited to Fawkes, Charon, or RL-3.

Or you can bolster your courage, and step up to the Purifier yourself, type in the code, and hope for the best.

No matter which choice you make, the Purifier activates, and the sheer force of this engineering marvel and the enormous radiation boost causes you to black out.



### Note

Don't despair when the ending screens are shown. This new quest begins once your Main Quest is over, and your saga is recorded and narrated.

Two weeks later, you wake to the friendly face of Elder Lyons. He gleefully informs you that the Project Purity experiment was a success!

If you or a Follower turned on the Purifier at the end of Main Quest: Take It Back, Lyons says that both Sarah and yourself survived. Sarah is still in a medically induced coma, but is expected to recover.

If you forced Sarah to turn on the Purifier, her body was not recovered, and she does not appear at any time during this quest.

Speak with Elder Lyons, and he informs you that the Brotherhood of Steel has located and destroyed Raven Rock and President Eden (unless you already did the honors). Recently, an Enclave prisoner revealed the location of an Enclave presence at a Satellite Relay Station deep in the Capital Wasteland. Their reason for being there is unknown so Lyon needs you to rendezvous with Liberty Prime, join Lyon's Pride, and eradicate the Enclave once and for all! Scribe Rothchild will be happy to provide you with further assistance.

### NEW OBJECTIVE

"Speak to Scribe Rothchild" begins.

Quickly check the Medical Bay. Sawbones is still active, but the inventory has increased during your rest. There are four bottles of Aqua Pura in this room, plus more inside the wooden crate, and a huge drum of this new elixir too! You'll find this stuff dotted around the Capital Wasteland as the Brotherhood already has its water-replenishment plans in action. Look for these items (although the barrels can't be accessed) for additional sustenance.



If you didn't add the F.E.V. to the Purifier, this elixir has the properties of enhanced Pure Water.



If you added the F.E.V., the elixir also has negative effects, as the virus takes hold.



**Aqua Pura**  
WG 1, VAL 6, EFFECTS HP +20



**Aqua Pura (F.E.V. tainted)**



**Note**

From this point, you can conduct a full inspection of the Citadel. The different chambers, and the characters and items you find in each, are revealed in the Broken Steel Mini-Tour section.

Search out Scribe Rothchild, who's usually sitting in one of the rooms of the Mess Hall, down in the lower Laboratory level to the southwest. After agreeing to help, Rothchild beckons you over to the illuminated map of the Capital Wasteland. When Rothchild finishes with his briefing, your Pip-Boy updates.

You can also ask Rothchild about the Brotherhood of Steel, how Liberty Prime is holding up, the latest reports from the Purifier, and Super Mutant activity in the area.



If you're not inclined to tinker, you can ask Rothchild to fix any of your equipment that looks a little worse for wear.

Once you're done, suit up, collect your preferred battle ordnance and armor, and set off for the Rockland Car Tunnel. On the way out, when you reach the Citadel courtyard, you can optionally swig or store a few more bottles of Aqua Pura before leaving.

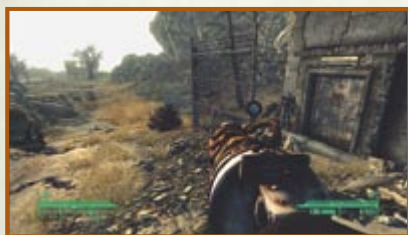
**NEW OBJECTIVE**

"Meet Paladin Tristan at the Rockland Car Tunnel" begins.



**Aqua Pura**

## HIKING TO THE DUNWICH BUILDING AND BEYOND



When you arrive at the entrance to the Rockland Car Tunnel, you can see the eerie Dunwich Building in the distance, and a Brotherhood guard at the entrance.

Set off for the Rockland Car Tunnel. If you want to take in the scenery, the quickest path is to turn right (south) as you exit the Citadel, then move southwest, passing between the Alexandria Arms [LAT 07/LONG -17] and the Arlington Library [LAT 08/LONG -19], and clambering over the foes at the Flooded Metro Raider Camp [LAT 04/LONG -19]. Once you're out of the D.C. Metro Area, follow the road west past Andale [LAT -05/LONG -17], looking for the distinctive shape of Tenpenny Tower [LAT -16/LONG -17], and continuing past the Dunwich Building [LAT -26/LONG -18], fighting off the wild animals. The Rockland Car Tunnel [LAT -30/LONG -19] is close to the southwestern corner of the entire Capital Wasteland. Don't confuse the architecture with the similar-looking Warrington Trainyard; the tunnel ahead is blocked, and there are signs of Brotherhood of Steel crates and a Military Truck as you arrive. Just after the truck is a mesh fence on your left (southwest). Pass the Brotherhood Knight, and open the Door to Rockland Car Tunnel.

**Tip**

The faster path here involves Fast Traveling from the Citadel to the Primary Location closest to the tunnel, ideally the Dunwich Building or the F. Scott Key Trail & Campground.

Enter the connecting passageway, and make a quick stop at the storeroom on your left, gathering what you need from the list below. A second chamber contains only a Nuka-Cola. Step out into the dark tunnel itself, turning left (north) and passing the Brotherhood crates, and stepping around the turret defenses. Access two Enclave Crates as you move into the tunnel defenses, seeking out the rather stern-looking Paladin in the center.

You can question him if you wish; you're needed for an assault on an Enclave stronghold in a Satellite Relay Station. After the conversation ends, Paladin Tristan departs. Follow him or spend some time checking out the tunnel. A Scribe is checking the body of an Enclave Soldier; you can grab some Enclave armor if you need it. There are more bodies on a trash heap to the north. You can eavesdrop on a conversation between a Scribe and Brotherhood soldier, too. When you're ready, head northeast to a new connecting passage, and move to the Door to Satellite Relay Station.



**Ammunition Box (5)**



**Tire Iron**



**10mm Pistol (2)**



**Sledgehammer**



**Enclave Power Armor (2)**



**Enclave Power Helmet (2)**

**NEW OBJECTIVE**

"Assist Paladin Tristan during the assault" begins.

## NOT READY FOR PRIME'S TIME

"Death is a preferable alternative to Communism!" It would take a low orbit missile shower of gigantic proportions to stop this metal mountain!.. Sadly, today's forecast is for missile showers.



You emerge into a previously unexplored Satellite Relay Station, and a moment later, an Enclave Vertibird is blown out of the sky by an advancing Liberty Prime! You can edge forward around an energy wall, watching as Prime systematically destroys the generators powering the walls, allowing Lyon's Pride infantry to pass unimpeded. Liberty Prime is unloading its full arsenal of ordnance on the Enclave barricades. You can optionally join the fight, cutting down any Enclave Soldiers you spot, although your teammates can handle this, allowing you to save your ammunition.

Prime continues its rampage. The station is breached, allowing your forces inside. Prime intercepts an uplink transmission and reports that an orbital strike is imminent! Step back, staying away from Prime as he's caught in a massive shower of missile explosions!

When the smoke clears, Prime crawls away from the station before his head blows off, coming to rest in the irradiated grass. You can speak to the head before Prime's power cell fades. Quickly speak with Tristan. He orders you to find the source of this transmission before any other targets are acquired. Don't dilly-dally; the Enclave could be preparing an attack on your position...or even the Citadel! Move up to the hole in the wall that Liberty Prime punched through, stepping over (and searching) the bodies of the Enclave Soldiers, and open the Door to Satellite Facility.

**NEW OBJECTIVE**

"Retrieve data from the Satellite Relay" begins.



## AVENGING LIBERTY PRIME AND DATA ACQUISITION

Your Brotherhood of Steel friends rake the initial room inside the facility with all their gunfire. They are led by a Brotherhood of Steel Paladin. You can sit back, or help out depending on your ammunition levels and laziness. Don't get in the way of your team as they head south, into a tunnel, and cut down more Enclave scum inside what was once a small restroom. Blast anything that hasn't been gooified or burned to death, and optionally detach any items from inside the wall-mounted First Aid Box. Continue south along the winding tunnel, and into the subsequent chamber, and begin the systematic destruction of Enclave troopers armed with Laser Rifles. If you're quick, you can blow up some wall generators, wounding Enclave Soldiers during the fight. Then ransack the ground level for an Enclave Ammo Box.



**First Aid Box**



**Ammunition Box**

There's no time to wait around; your squad is already ascending the stairs in this room, and fighting Enclave along the way. Strike any Enclave personnel who threaten you, but leave the rest for your team. Continue up to the walkway at the top of the stairs, and then inspect the hatch door to the east. It leads to a small adjacent mess hall and computer bank with more Enclave Soldiers to gun down. Then head west, into a connecting corridor with a tiny server room. An Enclave Scientist tries to flee. This is a great place to let your Flamer-carrying brethren roast the Scientist and Soldiers inside.

Move quickly to the second set of metal stairs, and descend slowly. There are a few more Enclave, and one or two are armed with heavy weapons, such as the Gatling Laser. Slaughter or stay back, then descend to the bunkbed room. Scavenge a few items (listed below) from the shelves here.



**Enclave Power Helmet**



**Laser Rifle**



**Lead Pipe**



**Baseball Bat**

When the room is cleared, look for a tunnel entrance to the south, and pass the large plastic containers on your way to an Enclave barricade. Attack these foes with your favored weapons (grenades, initially a good idea, aren't so cunning when your friends step on them). When the barricade falls, check the Ammo Boxes nearby as you head northwest, then north into another staircase room with a third Ammo Box. Ascend and ready yourself for more combat inside the chamber with the microfiche machine and the row of lockers.

More importantly, there's a server area at the back (west) end of this room, which is heavily guarded. If you haven't been much help to Lyon's Pride yet, this is your chance; otherwise expect Brotherhood casualties. Hide behind the server towers and take out the Enclave foes with the Flamer and Gatling Laser first. A quick check of the room reveals two more Enclave Ammo Boxes, and a First Aid Box on the wall. Of greater importance is the hatch door to the west.



**Enclave Crate Ammunition (5)**



**First Aid Box**

While the man with the Minigun waits for you, download a series of gibberish to your Pip-Boy before breaking the news to Rothchild.



Open the door and step into an L-shaped tunnel leading to a second door into the main server room inside this station. Ignore the First Aid Box and door in the northwest corner, and instead activate the Satellite Uplink Terminal. The following options are accessible:

Update Standing Orders:

» These cannot be changed.

Request New Telemetry Data

» Access this, and Telemetry Data (which is scrambled and unreadable) is downloaded to your Pip-Boy once you select the Menu option. Once this has occurred, your objective updates.

Server Uplink

» This cannot be accessed.



**Encrypted Telemetry Data**



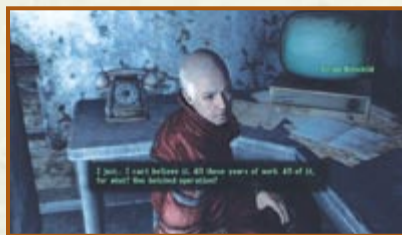
**First Aid Box**

### NEW OBJECTIVE

"Deliver the data to Scribe Rothchild" begins.

Leave the room via the door near the First Aid Box, and move up the stairs, watching out for a turret on the first landing, and a second turret as you reach the next, larger landing with the two metal supports. These are your only hostile encounters as you climb up to the Door to the Capital Wasteland. Open it. You appear on a high cliff almost due west of the F. Scott Key Trail & Campground. This location is called the Satellite Relay Station Cliff Entrance [LAT -30/LONG -16]. Drop to the ground, and trek (or Fast Travel) back to the Citadel.

## THE WRATH OF ROTHCHILD



Back at the Citadel, Rothchild has found a dark corner where he can sit and simmer in peace. Until you show up.

Return to the Citadel, and head down to the Laboratory and to the Mess Hall corridor. Rothchild is wandering this area or sitting at his desk looking slightly perturbed. Chat with him, and Rothchild soon snaps out of his malaise when you mention you found something. Give him the Encrypted Data and Rothchild says he'll get his Scribes working on it immediately. He then instructs you to find Elder Lyons.

### NEW OBJECTIVE

"Report to Elder Lyons" begins.

Elder Lyons is usually found somewhere in the Citadel A-Ring. The old man is having second thoughts about this operation now that Liberty Prime has been destroyed. Reply to Lyons' deliberations with your usual polite, neutral, or sarcastic utterances, and Lyons mentions that Paladin Tristan has requested you for a special assignment. Hopefully this one doesn't involve watching helplessly as the coolest robot on earth is obliterated. When you're ready to begin Shock Value, check your Pip-Boy's Quests.



**1,300 XP**





## Shock Value

## QUEST FLOWCHART

## MAIN PATH

Main Characters	Elder Owyn Lyons, Paladin Tristan, Scribe Vallincourt, Wint, Kidd, Badger, Connelly, Dunbar, Carl, Sanders
Locations	The Citadel, Enclave Camp, Old Olney, Olney Sewers, Olney Underground, Old Olney S. Wilson Building, Olney Powerworks
Adv. Items/Abilities	Sneak, Lockpick, Science
Possible Enemies	Enclave Soldiers, Enclave Hellfire Troopers, Deathclaws

1: Speak with Paladin Tristan

Agree to undertake Paladin Tristan's quest

2: Find the ruins of Olney Powerworks

Locate Old Olney; search for entrance to Olney Sewers

3: [Optional] Speak with Scribe Vallincourt in the Citadel Lab

Locate and speak with Scribe Vallincourt; agree to test out her prototype scrambler

Deathclaw Control Scrambler

4: [Optional] Use Enclave-controlled Deathclaws to your advantage

Locate the Enclave Camp outside of Old Olney; test out Scrambler

Leave Followers  
away from Camp so  
they don't interfere  
with your test[SNEAK] Sneak to  
cage

Move to cage

[LOCKPICK]  
Unlock cageRansack Enclave  
CampEnergy Weapons  
and AmmoInvestigate Old Olney Sewers; locate Ladder  
to Old Olney UndergroundRansack Old  
Olney Sewers

Large item stashes

Meet Wint and Kidd

Locate dead  
GhoulsInvestigate Old Olney Underground; locate  
Door to Old Olney S. Wilson BuildingRansack Old Olney  
Underground

Large item stashes

Investigate Old Olney S. Wilson Building;  
locate Door to Olney PowerworksRansack Old Olney  
S. Wilson Building

Large item stashes

5: Acquire a Tesla Coil

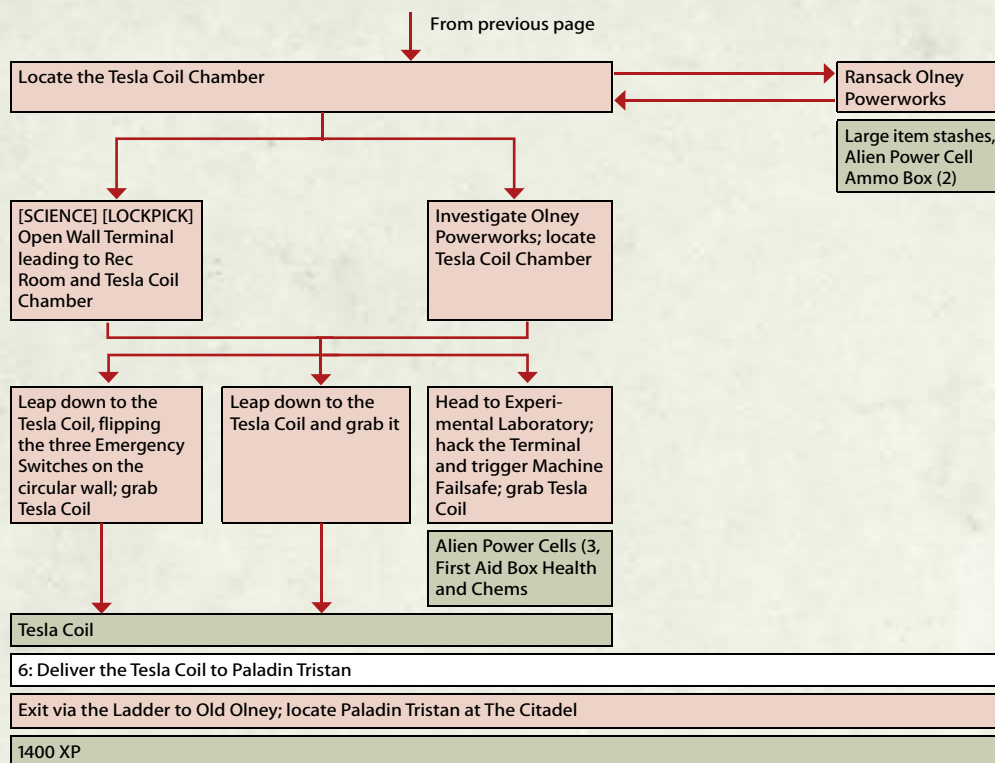
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Color code:

Objective

Action

Rewards



## NEW TOILS FOR TESLA COILS

### NEW OBJECTIVE

"Speak with Paladin Tristan" begins.

As soon as you've finished speaking with Elder Lyons, your next task is to see what new mission Paladin Tristan has for you. He's likely to be close by Lyons, in or near the Great Hall inside the A-Ring. Talk to Tristan, and (after an optional chat about how you're not getting paid for this) he asks you whether you're interested in scouting out and potentially retrieving some valuable technology from the ruins of Old Olney. Tristan believes there's a key piece of experimental equipment to find, known as the Tesla Coil. It might be just the component the Brotherhood needs to take on the Enclave. You can:

Agree, and being this quest.

Tell Paladin Tristan that Old Olney is a dangerous place, and ask if the Brotherhood has anything that might help you. Tristan recommends that you check in with Scribe Vallincourt; she's researching captured Enclave equipment.

### NEW OBJECTIVE

"Find the ruins of Olney Powerworks" begins.

### NEW OBJECTIVE [OPTIONAL]

"Speak with Scribe Vallincourt in the Citadel Lab" begins.



Scribe Vallincourt is happy to share a device that turns deadly Deathclaws docile... if it works.

[Optional] Descend to the Laboratory area of the Citadel to find Scribe Vallincourt (her exact location appears on your Pip-Boy Local Map). She's busy, but if you ask "I hear you can help me get into Old Olney," she tells you about a method for overriding the signals the Enclave uses to control

their Deathclaws. She hands you a Deathclaw Control Scramble, the only one she has. Apparently, this device overrides the Enclave signals on the collars of their captured Deathclaws, letting you simply sit back and watch a Deathclaw fight battles for you. Theoretically, of course; no one's managed to test this out, yet! Continue to chat if you wish, then Vallincourt finishes by telling you there have been reports of an Enclave camp southeast of Old Olney; she recommends you head there if you want to try it out.



### Deathclaw Control Scrambler

### NEW OBJECTIVE [OPTIONAL]

"Use Enclave-controlled Deathclaws to your advantage" begins.



Tip

The Deathclaw Control Scrambler automatically tunes in to the controlling headgear of a nearby Enclave-controlled Deathclaw. The upshot of this is that the Deathclaw becomes neutral toward you, and vicious to anything else, including its previous masters. Just stay relatively close. If you venture too far from the Deathclaw's original cage, a beeping sound begins; if you continue moving away the headset will eventually overload and blow off the Deathclaw's head. You can't physically interact with the Deathclaw; just watch it tear apart anything that isn't you.

## ADVANCING ON OLD OLNEY

Whether you took the Deathclaw Control Scrambler or not, your next port of call is Old Olney [LAT 10/LONG 26], over in the Northeast Territories of the Capital Wasteland. Set off for this trek, moving northward along the Potomac, passing the Anchorage Memorial [LAT 10/LONG -07], and then up into Zone 6 (Eastern Hills and D.C. Outskirts), following the road that passes the Wheaton Armory [LAT 10/LONG 08]. The broken remains of this north-south freeway serve as your walking marker as you pass into Zone 3 (Northeast Territories) and the

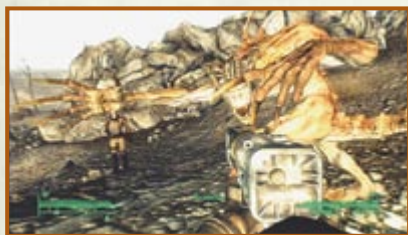




Temple of the Union [LAT 13/LONG 15].

Or, you could approach from a completely different direction, either via a long walking trek, or by Fast Travel. Recommended places to Fast Travel to include the Chaste Acres Dairy Farm [LAT 15/LONG 24], Grisly Diner [LAT 13/LONG 20], Relay Tower KX-B8-11 [LAT 15/LONG 20], or Vault 92 [LAT 08/LONG 27].

At this point, decide whether you wish to complete the optional objective, or simply head straight into Old Olney itself, fighting off Deathclaws as you go.



Vallincourt's prototype has been a "complete success," judging by the screams and claw marks on Enclave corpses you witness.

[Optional] As Scribe Vallincourt mentioned, there is a small Enclave Camp [LAT 13/LONG 21] to the southeast of Old Olney. It's under the freeway skeleton in a small rocky ravine, and it features a table, various barriers, a few Enclave Soldiers and an Officer, and a Deathclaw Cage.



Use **Sneak** to locate the cage without being fired upon.

Or, you can simply saunter up to the cage, whether you've been spotted or not.



Stop your **Followers** from following you. They should not, under any circumstances, engage the Enclave here, so tell them to wait well away from this location (ideally so they don't have line-of-sight). If you don't, they're likely to fight the Enclave, ruining your chances of trying out the Scrambler.

Or, you can ignore this optional part of the quest, and simply kill everyone.



Once at the cage, you need to wrestle open the lock using **Lockpick**. Inside is a Deathclaw. Don't shoot it!

The Deathclaw emerges and begins to systematically slaughter all the Enclave troops scattered about the ravine! This makes for very satisfying viewing (which you can optionally see from higher ground). The Deathclaw halts its attacks when no further foes present themselves, and follows you around obediently. This optional objective is complete.

Furthermore, you can ransack the Enclave Camp, collecting items from the list below, and accessing the Field Operations Terminal, where there are two entries to read that focus on Deathclaws.

As you head farther away from the Enclave Camp, your faithful Deathclaw's head explodes at the limit of the range of the beacon your Scrambler was overriding. Alas, you can't take your Deathclaw pet with you. Search it, then propose an infiltration of Old Olney.



**Plasma Mine**



**Energy Cell (60)**



**Plasma Pistol**



**Ammunition Box (3)**



**Enclave Crate Ammunition (2)**

## SHARP CLAWS IN THE STREETS AND SEWERS



**Tip**

If you're conducting a thorough surface search of Old Olney for the first time, searching for the corpse of Carl Wallace, sightseeing around the bank, and scrabbling for items from a dead mercenary, refer to the Mini-Tour chapter of this guide.

Press on toward the perimeter of Old Olney. At least four or five Deathclaws prowl these mean streets. Fight or flee from them while looking for a Manhole Cover in the southern part of the settlement. It is down a dirt alley between a ruined concrete and brick building, surrounded by gore piles and three dead trees. Search the nearby dead mercenary if you must, and then open the Sewer Entrance to Olney Sewers without delay. You are now down in Old Olney sewers, which you may have ransacked before.



**Note**

There is a second entrance to this sewer, located in the Bank Courtyard under a steel grating. You can drop down there if you wish, but the Sewer Entrance cover is quicker to access and allows the easiest ransacking without backtracking.



The good news is that you aren't waist-deep in effluent. The bad news is that multiple Deathclaws are ready to rip chunky bits off you.

Step out into a rubble-strewn sewer tunnel, readying for a Deathclaw attack. You can turn south (optionally), or north (if you wish to find the Powerworks as fast as possible). Move south through the large hatch door, then take a door to the left (east) that leads into a narrow, L-shaped passage. Immediately left (north) is a door allowing access into a small workshop, where you can tinker at a Work Bench, and acquire Ammo, a Magnum, and First Aid. Head back out into the L-shaped passage, and travel along it to the north, ready for action as you reach the bloody sleeping quarters. Search this room for a Nuka-Cola Quantum, three safes on the wall, a Fat Man, and a Missile Launcher. To the south is a Metro Tunnel section and Rocky Tunnel; a Brotherhood of Steel Initiate's body here is clad in a unique suit of Prototype Armor. Check the Rocky Tunnel for a Skill Book. When you finish exploring the southern area of the sewers, backtrack to the Sewer Entrance where you came in from, and head north.

None of these items are unique to this quest. You could have found them, and the rest of the items, during previous expeditions.



**Work Bench**



**Bottlecap Mine**



**Scoped .44 Magnum**



**Ammunition Box (2)**



**First Aid Box**



**Nuka-Cola Quantum (#15)**



**Fat Man (#3)**



**Missile Launcher**





**Wall Safe Items (3)**



**Brotherhood of Steel Holotag**



**Medic Power Armor Manual**



**Duck and Cover! (#6)**



**Prototype Medic Power Armor (#22)**

Head along the main tunnel, facing down multiple Deathclaws as you struggle around the corner. The first left (north) junction is the way to reach the Olney Powerworks, but you can pillage a room to the east for Ammo, Health, and a Mini Nuke. The tunnel to the south leads nowhere, so head north, then west, and locate an alcove in this tunnel section with a Ladder to Old Olney Underground. This location is unique to this quest. You can open the hatch door on the north wall, and fight a Deathclaw in the maintenance room (which also leads to the other access from Old Olney streets). The maintenance room allows you to activate a Protectron (which is promptly mauled or wanders aimlessly), as well as Ammo, Health, and a now-useless Worker ID. Return to the ladder, and enter the Underground.



**Ammunition Box (4)**



**Mini Nuke (#16)**



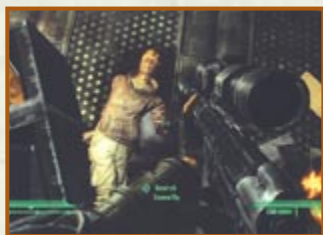
**First Aid Box (3)**



**Utility Worker ID**

## MEETING WINT AND KIDD, THE SPECTER PROSPECTORS

The moment you enter the Olney Underground (which was inaccessible until this quest), you're met by two Ghouls. They introduce themselves as Wint and Kidd, and their overriding plan is to steer clear of Deathclaws. Further conversation reveals that Kidd and Wint are the surviving members of a Ghoul group that attempted to establish an outpost here, away from the Underworld. Apparently, no one bothered to count the number of Deathclaws in the region, and this outpost turned into a death camp. Kidd and Wint are fleeing the area, and to prove this, they leave the way you came. Perhaps you'll chat with them later?



Ghoul Outpost corpses #1 and #2: Badger's seen better days. That hat looks comfy. . . . Over by the burning defensive barriers lies Connelly. He didn't stand a chance during the Deathclaw carnage.



Ghoul Outpost corpses #3 and #4: Dunbar and the camp doctor Carl put up a valiant effort. Perhaps attacking Deathclaws with more than just Pork N' Beans would have helped their chances. . . . Don't forget to read Dunbar's note.

Scavenge the pitiful foodstuff if you wish, then head southwest, into the outpost area, which features a restroom (complete with Garden Gnome and Purified Water in the bowl), an ironing board where some Pre-War Money, a bunk bed with a Carton of Cigarettes, and various other foods and minor items in the kitchen. Then head into the connecting staircase via the doorway to the south. This leads up to a mezzanine level with a pool table, upon which is draped the dead body of Badger. Close by is the corpse of a Ghoul named Connelly. Step through the burning barricades and into a pipe-filled passage, and head south. At the junction, there are two more Ghouls: Dunbar and Carl. Dunbar has a note that you should read; it details a request to populate the underground area beneath Old Olney. Dunbar traveled here with the others. Now he rests eternally here, thanks to a slight oversight regarding the safety of the location by a mysterious Ghoul who simply signed the note "S."



**Dunbar's Note**



Ghoul Outpost corpse #5: Aha! You've found your final Ghoul fool, and leader of this doomed operation. Meet Sanders, lying among the long-dead.

Head down the few steps from Carl's corpse, and through the doorway into a sloping sewer tunnel. Ignore the dead-end to the right (north), and step through a broken wall. Ahead, the ceiling has collapsed, allowing access to another tunnel, and there's another body at the foot of this pile. Your deductions solve the mystery of "S"; this is the remains of Sanders, the leader of the Ghouls. A quite-alive Deathclaw usually attacks as you ascend the rubble pile.

## RAMPAGE ACROSS THE UNDERGROUND RUINS

You emerge in a derelict hospital room. Pass the gurneys before you reach the pile top, and turn around to look ahead (east). The remains of a ruined floor pile you just climbed are behind you. Shimmy along the floor edge and through into a wall hole on the right (southeast), to a storeroom filled with toys. There are more on the shelves above the collapsed floor. Now face west, and head toward any of the four entrances (one doorway, and three wall holes) to access the chamber ahead of you. Before you step through, find Psycho on a small round table to your left. Pass more gurneys into a blown-out chamber of this children's ward.

There's an operating area on your right, near a desk with Jet on it, and stairs leading down to the basement. However, the holes in the ground also lead to the rooms down there. First, check the large open ruined area; there's a small trolley with Mentats and Buffout on it, and Jet on a table by a radio to the south. Because the exit is to the southwest, drop down into the basement, locating a skeleton near an X-ray chart close to two Ammo Boxes and some Frag Mines. There's a small filing cabinet room with two First Aid Boxes, Stimpaks, a Power Fist, and a Blood Pack. Now ascend, and look for the doorway in the southwest office area, near the table with a Carton of Cigarettes on it.



**Various Chems**



**Ammunition Box (2)**



**Frag Mines (3)**



**First Aid Box (2)**



**Stimpaks (2)****Power Fist****Blood Pack****Carton of Cigarettes**

Step into the vending machine closet (grab the Teddy's Whiskey), and move into the ruins of the hospital reception and office area. Repel the Deathclaw attack, then search. The reception shelves contain two Buffouts, a small bookcase in the northwest corner holds a Carton of Cigarettes, and two Ammo Boxes are in the northeast corner. Peer down through the hole in the floor; this descends many floors, so a safe bet is to head down the "ramp" of collapsed floor to the remains of the area one floor below. Walk around the edge of the hole, to the northeast corner.



You can deactivate a Baby Carriage trap if your **Explosives** skill is high enough.

Ignore the door adjacent to the carriage for the moment, if you want to finish scavenging the kitchen on this floor for food. Now you can descend, either via the door leading to steps (on which you'll find a skeleton clutching a Vodka bottle), or via the hole; both allow access into a basement generator room.

**Alcohol and Chems****Carton of Cigarettes****Ammunition Box (2)**

Assuming you took the stairs, step forward (south) and check the work surface on your left for Lead Pipes and a Super Sledge. This area was perhaps home to a tinkerer at one stage; pass the motorbike and check the bathtub for food, and a wide variety of equipment (listed below). Move north through the nearby doorway, passing the generator, but check behind the breeze blocks in the northeast corner for two Ammo Boxes. Navigate past the sandbags, but watch for a live Frag Mine as well as a non-primed one, a plastic crate with Frag Grenades in it, and a closet to the northwest with a Hunting Rifle and Ammo. Then climb the defenses, into a low-ceilinged cellar workshop. You are usually set upon by multiple Deathclaws at this point; back up and attack using covered positions in the previous chamber.

**Lead Pipe (2)****Super Sledge****Chinese Assault Rifle****First Aid Box****Frag Grenade (5)****Flamer Fuel (22)****Ammunition Box (2)****Frag Mine (2)****Hunting Rifle and Ammo**

This musty cellar is frightening enough — just what are those pustule growths in the western alcove? — without death by Deathclaw.



Once the main Deathclaw threats have been nullified, you are free to explore this sprawling cellar workshop chamber. Starting from the opening you entered from and continuing clockwise around the main chamber first, quickly check the tool cabinet and Work Bench area (for Cherry Bombs), then move south to check the shelves for Darts, a Carton of Cigarettes, and a .32 Pistol with Ammo, along with a First Aid Box. On the other side of the shelves are Microfusion Cells, and another First Aid Box with an Ammo Box nearby. Across on the opposite (west) wall is the entrance to a room with a mattress, and a low shelf facing the south wall containing an Ammo Box, and different ammunition types. Ignore the alcove with a gore piles and disgusting goo, and head back (east) to the middle of the room.



You can use **Lockpick** to open the cell door, allowing access to a sub-basement storeroom, with two long-dead Chinese soldiers inside. Grab what you need from the Quantum, Chinese Assault Rifle (with clips), and Ammo here, as well as First Aid.

**Work Bench****Darts (3)****First Aid Box (2)****Carton of Cigarettes****.32 Pistol and Ammo****Microfusion Cells (27)****Ammunition Box (4)****Additional Ammo****Chinese Assault Rifle and Ammo****Nuka-Cola Quantum**

Now head to the opening to the northwest. Aside from the Deathclaw threats, there's a long bench on your right (east) with utensils and a fridge, along with shelves containing a First Aid Box.



To the left (west) is a fence and open gate to a Work Bench, .308 Ammo Boxes, and a Bottlecap Mine plus a safe you can open with **Lockpick**.

Continue around to the right (east), and scramble through the rubble-filled passage leading to a smaller room with a central generator, and shelves to the left (north) with a few Darts on them. Take the doorway nearby, and move up the steps, all the way to the Door to Old Olney S. Wilson Building. At last!

**First Aid Box****Work Bench****Bottlecap Mine****Safe Items****Carton of Cigarettes****Darts****.308 Ammo Boxes (2)**

## ARCHITECTURAL INELEGANCE



Fight fire with fire, specifically, any type of offensive ordnance that can stop this new menace before you're fried.

Ascend to the top of the stairs, passing the shelf with the Whiskey on it, and enter a massive, crumbling office building. It is now "open plan" since all of the walls, many pillars, and most of the roof has collapsed. Gingerly maneuver northward, to the opposite end. Naturally, the Enclave decides to send a strike down from a hovering Vertibird, and one of the team is carrying a fiery weapon that may be completely unknown to you.

Your optimal path here is to quickly dart left (west), moving along the remains of a concrete staircase, hugging the wall as you seek cover behind the corners, and tag the foes ahead of you. Battle to the G.N.R. billboard that has fallen through into this area, moving up the ramp of concrete leading to a pillar, and the exit office floor (the one across the planks from the billboard leads to an Enclave soldier and a dead-end office). Drop your Enclave foes, and then locate the enemy you fought: an Enclave Hellfire Trooper carrying a Heavy Incinerator. Grab this new armor and weapon if you wish. At this point, you can move to the steps from the upper open office, and descend them to the Olney Powerworks itself, or stay and conduct a thorough sweep of the S. Wilson Building.



**Enclave Hellfire Armor**



**Enclave Hellfire Helmet**



**Heavy Incinerator**



**Note**

Hellfire Troopers wield powerful Heavy Incinerators, and are real trouble. Although this might be the first time you've seen one, Hellfire Troopers now appear at any Enclave Camp in the Capital Wasteland, and can be fought once you begin Quest: Broken Steel.

Search the S. Wilson building thoroughly, floor by floor, beginning with the rubble-strewn "basement" area. There's a desk with a Carton of Cigarettes under it, close to the middle of the floor. There's another carton, and some light food and alcohol strewn along the sloping floor and desks of the west wall, under the concrete stairs you used. To the east, a side chamber contains a workshop with a First Aid Box on the shelves, as well as Darts and an Ammo Box. The stairs lead up and around to the "ground" floor.



**Carton of Cigarettes (2)**



**Darts**



**First Aid Box**



**Ammunition Box**

Check the "ground" floor from the entrance point to discover planks leading down to the workshop. Along the eastern perimeter wall is a floor edge you can move along to a desk with Mentats, stairwell exit, and fallen G.N.R. billboard. Continue north into a small office under the one you must exit. In here, fight an Enclave Trooper and check the skeleton. Pick up his .32 Pistol and Ammo, Police Baton, and Police Hat

(which you can still wear, even if your head ever becomes scarred), and then check the wall safe.

Stay on the "ground" floor and return to the entrance. Instead of right (east), head onto the rubble slightly left of you, and run onto the ledges supported by the pillars that run up through the middle of the building to the empty Deathclaw cage, near a hat and Whiskey. Jump across to another floor section with a plastic container with Railway Spikes in it; this leads to the small office. Check the western wall. Under the billboard is a plastic bucket with two Pulse Grenades.



**Mentats**



**.32 Pistol and Ammo**



**Police Baton**



**Police Hat**



**Wall Safe Items**



**Whiskey**



**Railway Spikes**



**Pulse Grenade (2)**

Move back to the southern entrance, and this time head left (west), up the concrete steps to the "upper" floor, and replicating the optimal path to attack the Enclave forces. The sloping floor on the left wall holds a plastic container with Darts in it, a wall safe, a skeleton near a Jet, and an Eat'o'tronic 3000 with food. Continue to the G.N.R. sign, but don't leave without witnessing an Intact Garden Gnome playing strip poker with a Teddy! Gather the various clothing here, and ponder about the lunatic responsible for this.



**Darts**



**Wall Safe Items**



**Sexy Sleepwear**



**Tortoiseshell Glasses**



**Whiskey**



**Eyeglasses**

Finally, try investigating the "top" floor via the rubble pile on the south wall. You can scramble left (east) or right (west). Head right, around to a desk with Scotch in a plastic container, and a Nuka Grenade in a crate. Now return to the rubble pile and head east, to some desks, one of which has an Ammo Box by it. The desk in the next cubicle section (by the wall safe) has another Ammo Box, as well as Buffout, a Blood Pack, and Stimpaks. Keep going counterclockwise around, edging across the narrow floor sections still attached, to the northwest corner where there's a working Water Fountain and a Toy Car. Technically, there's another floor above you, but you can't reach it. This concludes your ransacking!



**Scotch**



**Nuka Grenade**



**Ammunition Box (2)**



**Buffout (2)**



**Blood Pack and Stimpak (2)**



**Wall Safe Items**

## THIS MORTAL COIL

### NEW OBJECTIVE

"Acquire a Tesla Coil" begins.





Once inside the Olney Powerworks, your objective updates. Familiarize yourself with the layout of the Powerworks, using the map on page 586 of this guide. The entrance you've come through is on the north edge of the Powerworks, and the Tesla Coil is in a circular chamber to the southwest of you. This presents you with two possible routes to reach the chamber.

### COIL CHAMBER HUNT: THE SHORT WAY



The Coil Chamber from the upper floor; it's accessible after a long slog or a short and cunning terminal override.



At the top of the stairs, look left (west), and move to the metal door. Step through and find a wall terminal. The terminal is the only way to open the hatch door (from this side). If you have a perfect **Science** skill, open the door, and head through into a hallway with a small rec room on your right, and a doorway ahead that leads straight into the Coil Chamber! Note that the previously sealed hatch door you opened is triggered by an access panel on the hallway side, and you can now come and go as you please.

### COIL CHAMBER HUNT: THE LONG WAY

The longer route offers more threats and better scavenging. At the top of the stairs, look right (east), and move around to the entrance mezzanine overlooking a large generator and fan chamber.



Just past the doorway on your right is an Automated Control Terminal with two menu options: one is the Shut Down of Automated Processes. It deactivates the Mister Gutsys and Sentry Bots patrolling the chamber. Access this terminal with your **Science** skill.

Or, you can simply wade in, and battle the droid guardians, preferably using Pulse weaponry.

Stay on the mezzanine and inspect the office before you descend the stairs. The office contains a First Aid Box on the wall, and Jet in a plastic container. At the base of the stairs is a shelf with Lead Pipes and a Tire Iron. Other than this, the chamber is relatively devoid of items, head through one exit in the southeast corner.



First Aid Box



Jet



Lead Pipes and Tire Iron

Head into a zigzag corridor with a tiny cleaning closet ahead of you, and a second, larger generator room with office mezzanine at corridor's end. Beware of a robotic presence on the mezzanine above and right of you as you enter. Deal with this threat, then inspect the room. On your left (east) is a Work Bench and shelf with a First Aid Box. Opposite is a bookcase with a Carton of Cigarettes and Darts. Under the stairs is another bookshelf with Lead Pipes and a Tire Iron. Ascend to the open-plan office cubicles, the first of which has an impressively balanced stack of Metro Tickets with an 8-ball on top of it! The other contains a Carton of Cigarettes and Whiskey.



Before you head through a doorway either side of the cubicles, inspect the wall terminal. There are two choices once you use **Science** and hack in:

#### Vent Radiation

- » This shuts off the emitters in the next corridor, leaving you less prone to radiation.

#### Shutdown Automated Process

- » This deactivates (and activates) the robot in this chamber. If you haven't defeated it already, you can shut it down from here.

Now step into the green-tinted corridor. There are two skeletons with glowing fungi emanating from them (one was carrying a Sledgehammer). If you didn't switch off the emitters, you're taking radiation damage, so shake off this image, flee to the next door, and open the hatch door to the west.



First Aid Box



Carton of Cigarettes (2)



Darts and Whiskey



Lead Pipes and Tire Iron



Sledgehammer

A fierce series of electrical vats in this processing chamber isn't the strangest sight you'll see. Did you see the intense chess game?



Move into the electrical processing chamber. Is that burning hair you can smell?



Once you use **Science** to hack in, the terminal on your left vents the radiation in the corridor you were just in, and shuts down nearby robots too; this is for workers who were moving in the opposite direction.

Now move through into this chamber, heading past the electrical vats, and pausing to check the computer bank to your left, which leads to a rubble-filled corridor entrance, and a hidden bathroom, filled with rubbish. There are a couple of Pulse Grenades, some Whiskey, and... oh, a Teddy and Intact Garden Gnome playing "Beer Milk Chess." There's some detail to this arrangement. Trust that this is the work of an unknown madman and not your addled mind.



Move to the other end of this chamber, and check the security terminal. When you hack in using **Science**, you can disengage the security system and security door, essentially powering down a pair of turrets in the next corridor, and opening an exit door in that chamber.

Or, you can simply open the hatch door.



Beer and Whiskey



Carton of Cigarettes



Pulse Grenade (2)



Move into the long corridor of computer banks.

If you've shut down the turrets, they are deactivated, to your left (south).

If you haven't shut down the turrets, lob in a Pulse Grenade and destroy them, using the edges of the computer banks as cover.

If you disengaged the security system, you can head right (north), and look for the open hatch door on your right.

If you didn't, the hatch door is locked:



Open this lock with **Lockpick** and escape under turret fire.

Or, sprint to the north end of the corridor and activate the Emergency Electrical Switch. The switch opens the door, and closes the turret door, which can still be opened if you have a perfect Lockpick skill.

Before you depart this long corridor of computer banks, step into the cubbyhole where the two turrets stand. Look at either side wall; there's an odd little plinth with a miniature flying saucer on it. Follow the arrow hint and look up; there's a hidden Ammo Box with Alien Power Cell ammunition in it! There's one on the opposite wall, too!



If you've chosen the **Scrounger** perk, you receive considerably more of this ammo type.

Now enter the hatch door in the side of the corridor. You arrive on the upper level of the Coil Chamber!



**Alien Power Cell Ammo Box (2)**



**Tip**

Why are Alien Power Cells important? Because they are highly desirable, either to sell or use with your Alien Blaster. Very few places contain such ammunition.

## COIL COLLECTING

Make a quick sweep of the circular balcony and office in the chamber's southwest corner. The office features some electrical Tesla orbs and a Tesla disc, with darting electricity arcing through them. More importantly, there's a Carton of Cigarettes, two First Aid Boxes, and an Ammo Box on the metal shelving. Outside, there's shelving with another Carton, and some BB ammunition and Whiskey, but little else.



**Carton of Cigarettes (2)**



**First Aid Box (2)**



**Ammunition Box**



**BB Ammunition and Whiskey**



**Note**

Now that you're on the circular balcony overlooking the Tesla chamber, there are three ways of retrieving the coil, which is at the base of the gout of sparking electrical discharge, one floor below:

You need to be wrenching off the Tesla Coil when the chamber is bathed in red lighting, not blue electricity.



## COIL GRAB: THE SAFE WAY

Locate the hatch door in the northwest corner of the balcony room, and open it. This leads to a ladder and your escape route back up to Old Olney. Ignore it, turn left (west) and descend the stairs, turning left again and moving through into a small laboratory. There's a First Aid Box, some Mentats and Buffout to gather, as well as Alien Power Cells in three locations, and a Pulse Mine in a saucepan. But the goal is the Remote Access Research Terminal.



Hack into this terminal using **Science**. There's a single menu option: Trigger Machine Failsafe. This does what you think it does—it powers down the electrical discharge in the Tesla Coil Chamber. Head east through the two hatch doors and take the Tesla Coil.



**First Aid Box**



**Assorted Chems**



**Pulse Mine**



**Alien Power Cells (3)**

## COIL GRAB: THE SLIGHTLY STUPID WAY

From the balcony overlooking the lower Tesla chamber, leap in, receiving light (and continuous) damage. Quickly run to each of the three emergency switches on the circular wall, activating each in turn to deactivate the chamber, allowing you to access the Tesla Coil with a crippling burning sensation.

## COIL GRAB: THE STUPID WAY

It's possible to run through the laboratory or leap down to the Tesla Coil and then wrench off the bit you need without deactivating the electrical discharge, but you'll sustain massive damage.



**Tesla Coil**

### NEW OBJECTIVE

"Deliver the Tesla Coil to Paladin Tristan" begins.

## TRAIPSING BACK TO TRISTAN

When you're finished, move to the Ladder to Old Olney, and ascend to a manhole at the north end of the settlement. Arm yourself with your finest Deathclaw-hunting weaponry, because there are bound to be some on patrol, and you don't want to fail your mission now. This manhole ladder is initially inaccessible. However, you can now use it if you wish to return to the Powerworks at any time (to gather more equipment, for example). From this location, and when the coast is clear, Fast Travel back to the Citadel. Locate Paladin Tristan near the Great Hall, and hand over the Tesla Coil. He tells you to ready yourself for one more assignment. Think you're up to it?

**XP**

**1,400 XP**



Terrorize the Wasteland, fry anything flammable from far away, and mix-and-match your headgear with the Hellfire gear and Heavy Incinerator.





# Who Dares Wins

## QUEST FLOWCHART

### MAIN PATH

Main Characters	Paladin Tristan, M.A.R.Go.T., Presidential Metro Sentinel Unit, Stiggs, Sparky, Hoover, Sentinel Sarah Lyons, Elder Owyn Lyons, Scribe Rothchild
Locations	The Citadel, White House Plaza, White House Utility Tunnel, Presidential Sub Level, Presidential Metro, Adams Air Force Base, Air Control Tower, Storage Facility, Mobile Base Crawler
Adv. Items/Abilities	Lockpick, Robotics Expert, Science, Sneak
Possible Enemies	Robobrain, Mister Gutsy, Sentry Bot, Turret, Feral Ghoul, Feral Ghoul Roamer, Glowing One, Feral Ghoul Reaver, Enclave Soldier, Vertibird, Deathclaw, Enclave Squad Sigma, Armory Master, Enclave Doctor, Enclave Officer, Enclave Scientist

Receive your next quest from Paladin Tristan

1: Enter the Presidential Metro

Locate White House Plaza

Locate entrance to White House Utility Tunnel

Search the sandbags near the Manhole cover

First Aid Box Health and Chems, Grenade Box Ammunition, Assault Rifle, Frag Mine (2)

Navigate through the White House Utility Tunnel; locate Door to Presidential Sub Level

Ransack the White House Utility Tunnel

Various Items

Inspect the crater where the White House once stood; fight Glowing Ones

Fat Man, Mini-Nuke (3)

2: Locate the Exit to Adams Airforce Base

[SNEAK] Sneak through the Presidential Sub Level (apply this to all future locations)

Navigate through the Presidential Sub Level

Ransack the Presidential Sub Level

Various Items

Continue past the Small Filing Office

Ransack Metro Tram

Senate Employee ID, Laser Pistol, Mini-Nuke

Read log entries for clues to accessing M.A.R.Go.T.

Locate and speak to M.A.R.Go.T.

M.A.R.Go.T. requests you identify yourself

[LOCKPICK] Ignore M.A.R.Go.T. and pick the lock of the Door to Presidential Metro

3: [Optional] Clear the security breach in the Presidential Metro

Tell her you're looking for Adams Air Force Base

Any other response

[SPEECH] Pretend to be from the U.S. Army

[SCIENCE] Request her to override security parameters

Senate Employee ID

Pretend to be a U.S. Senator

Success or Failure

Repeat this plea

Failure (first answer)

Success

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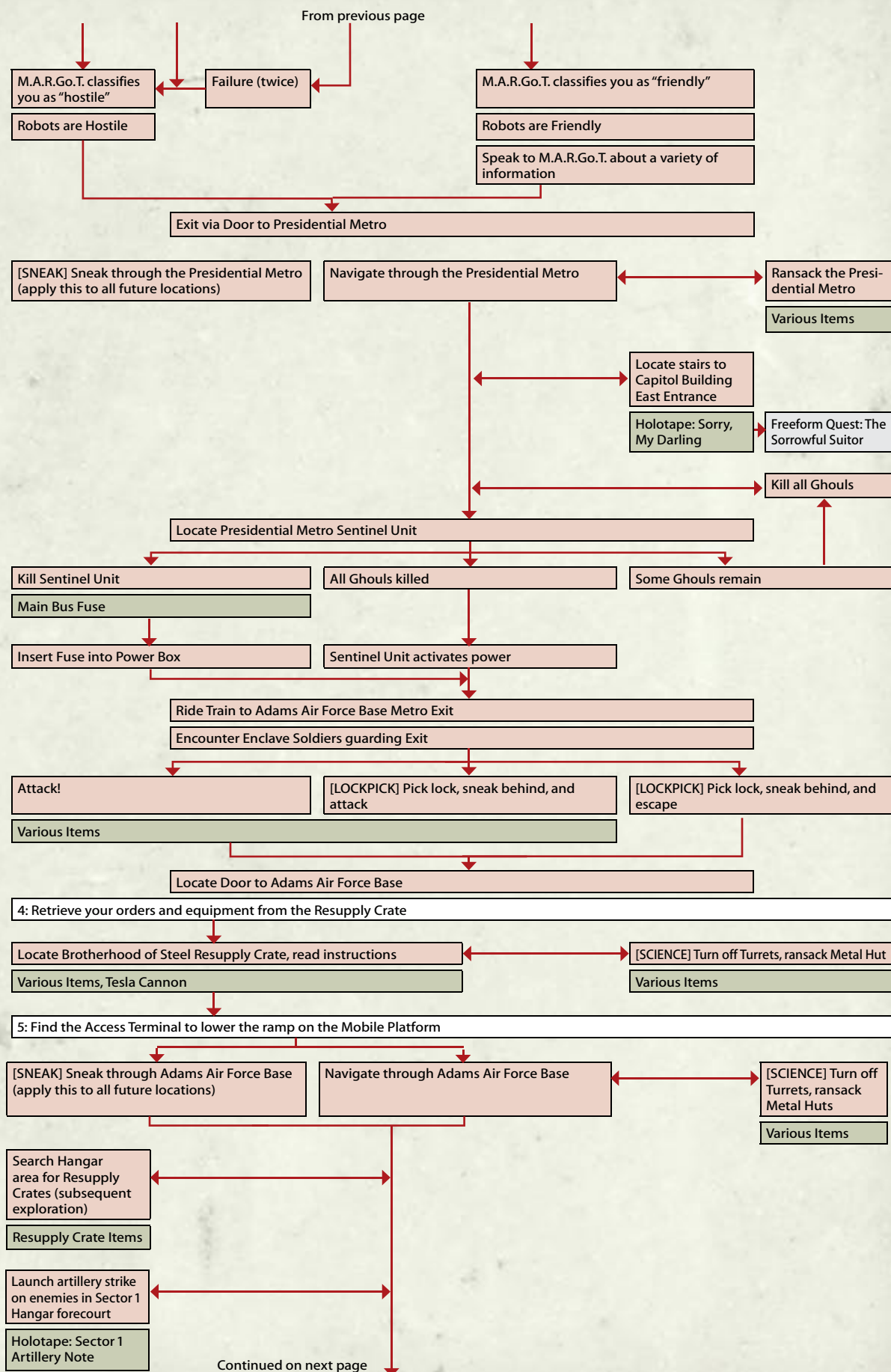
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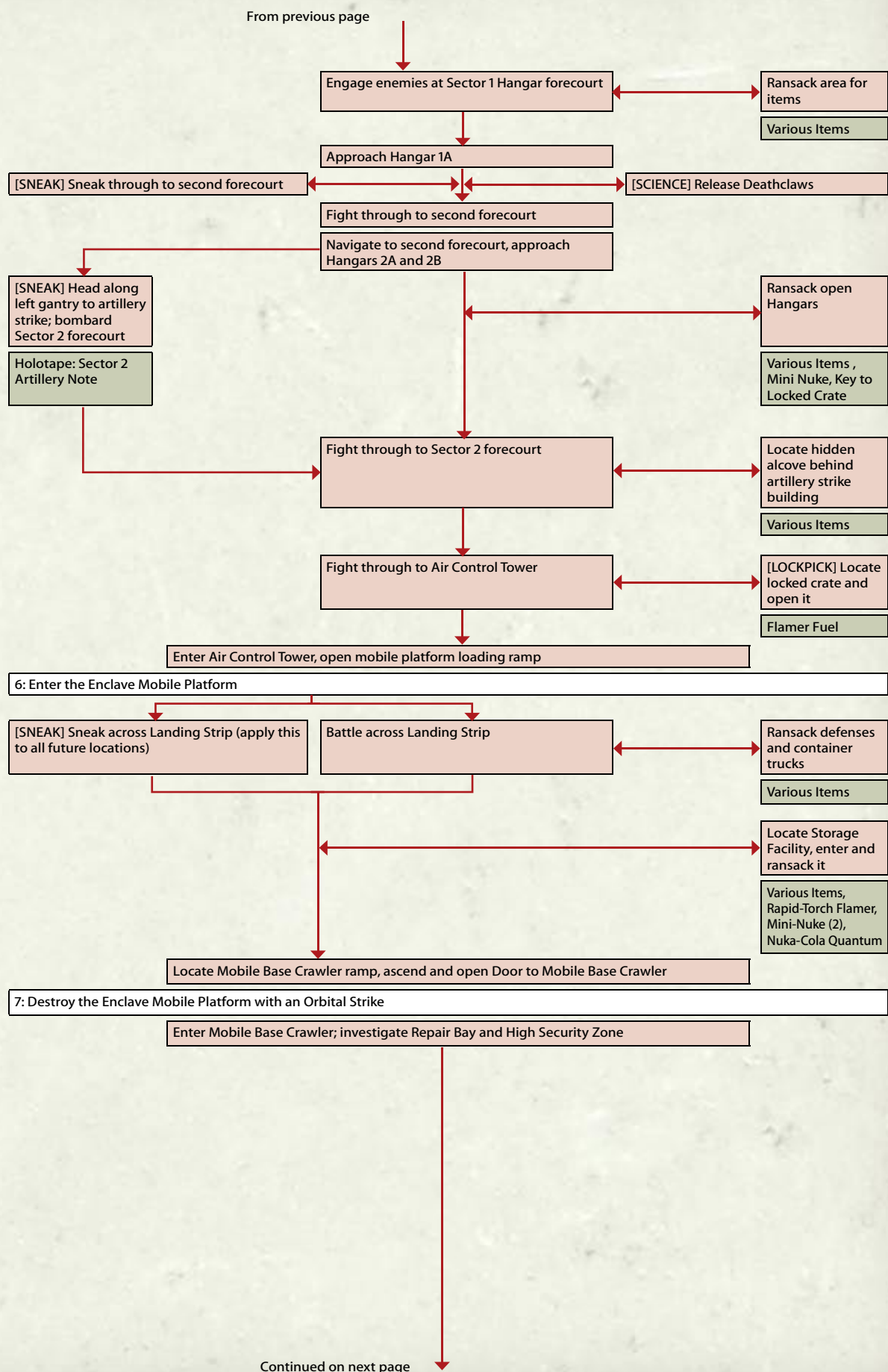
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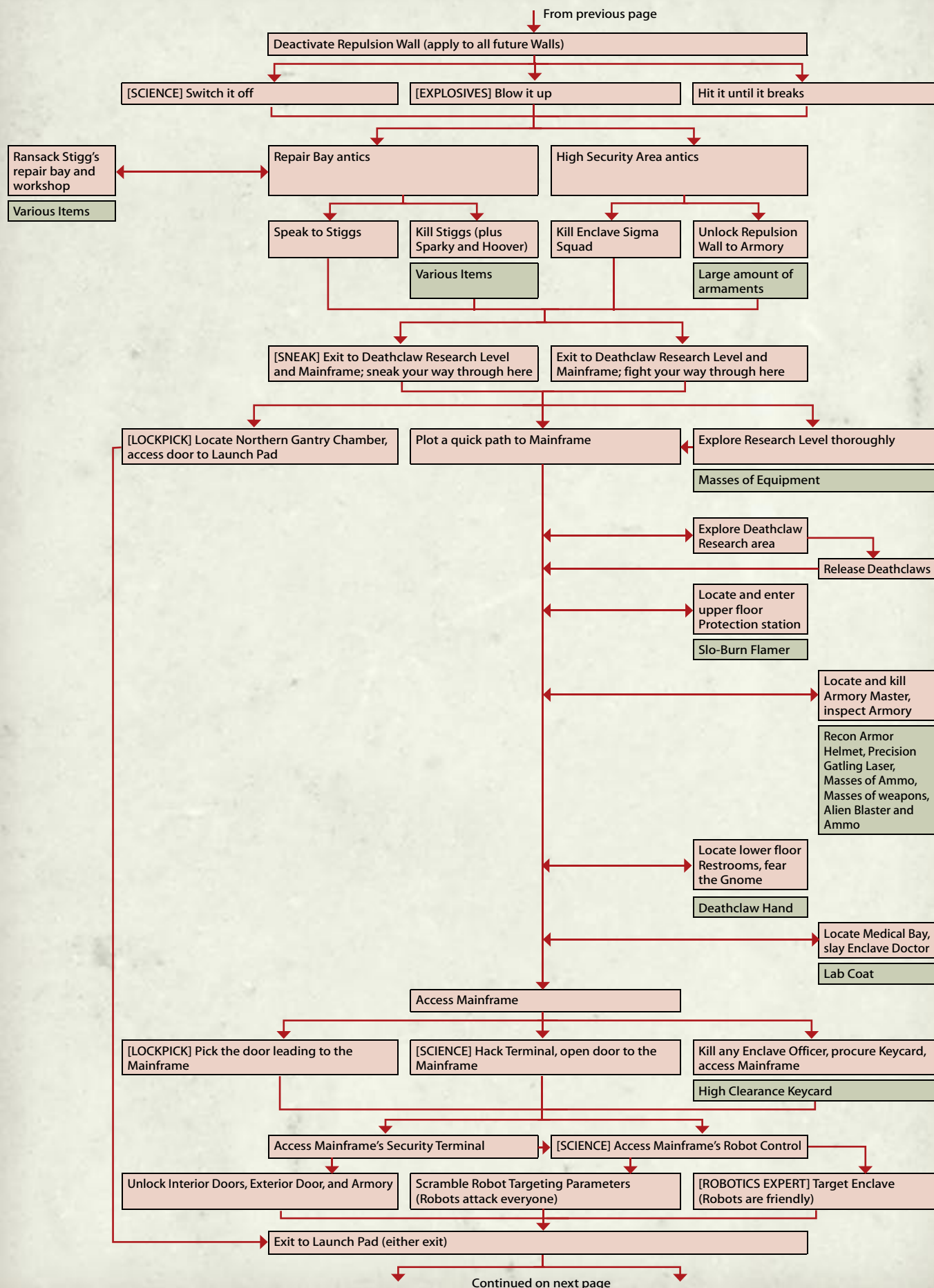
Rewards

Other Quest

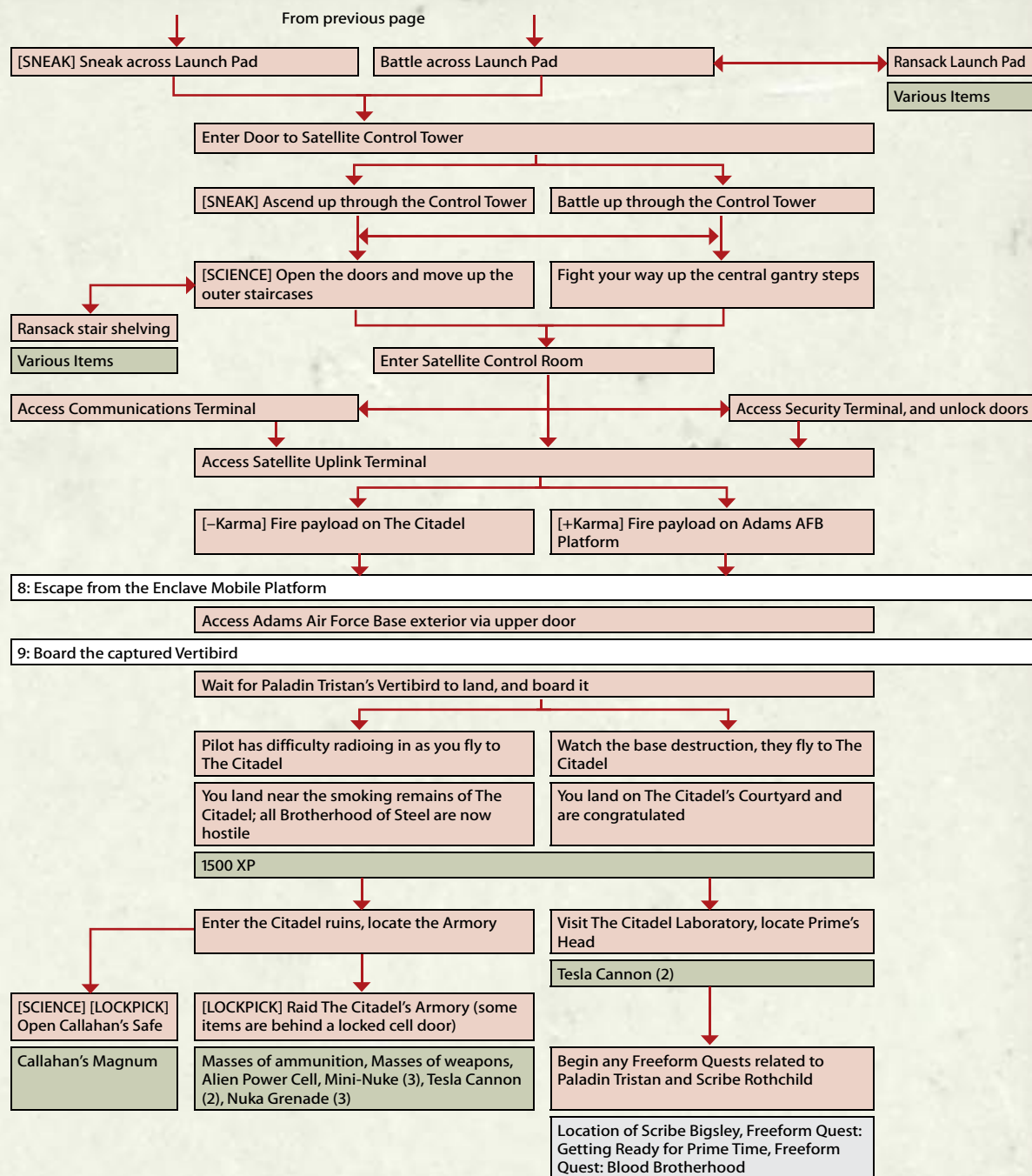








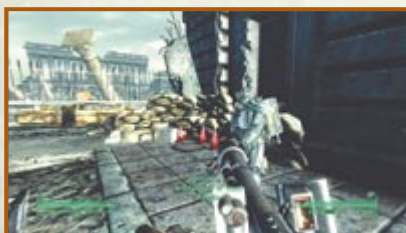




## UNDERGROUND ACCESS

### NEW OBJECTIVE

"Enter the Presidential Metro" begins.



Since the Brotherhood found this Presidential Metro access, they've reinforced the only available entrance as their struggle to maintain this zone against Super Mutant incursions continues.

Speak with Tristan after successfully obtaining the Tesla Coil. He tells you that based on the data you brought them, the Pride has identified the Enclave base: the long-abandoned Adams Air Force Base, outside of D.C. Reachable only through the Presidential Metro. You're tasked with trekking through the Metro to the base, and assaulting it after looking for a Resupply Crate. Further orders will be inside that crate, and Tristan is hoping you'll be able to use a fully working Tesla Cannon! Leave the Citadel interior, and when you're on the surface, Fast Travel to any of the following places in Zone 15: Pennsylvania Avenue, particularly the following (depending on where you've previously explored):

- » Penn. Ave Northwest (AKA [15.05] Penn Ave. / Georgetown Metro)
- » White House Plaza (AKA [15.02] White House Utility Tunnel)
- » White House

The "White House Plaza" map location is new to this quest. When you reach the entrance to the White House Utility Tunnel, inspect the area. The White House itself is the giant pile of debris and columns protruding from a nuclear crater. However, the Utility Manhole Cover has been fortified considerably. Grab what you need, then enter the Manhole to Utility.



**Tip** Depending upon your future actions, it might be wise to collect as many items and supplies from the Citadel as you wish. You know, just in case something happens. . .



**First Aid Box**



**Grenade Box  
Ammunition**



**Assault Rifle**



**Frag Mine (2)**

Enter the tunnel and inspect doorways to the left and right, and the continuation of the tunnel ahead of you. The doorway to the right (east) allows access to a workshop with tools lying around, and the items listed below. Ahead down the sloping tunnel it appears a lunatic attempted to leap a car using a bike but got his head stuck! Head to the doorway on your left (west) as you came in, opening the door and climbing the stairs. When you reach the two metal doors, one allows access to Pennsylvania Avenue (actually the irradiated White House crater, where Glowing Ones roam, guarding a Fat Man and Mini-Nukes), but the one you need to access is the Door to Presidential Sub Level. Once inside, your objective updates.



**Work Bench**



**Pugilism  
Illustrated (#22)**



**First Aid Box**



**Fat Man (#8)**



**Mini-Nuke  
(#58, #59, #60)**



**Note**

These utility tunnels, with the exception of this new Door to Presidential Sub Level, was accessible prior to this quest.

#### NEW OBJECTIVE

"Locate the Exit to Adams Airforce Base" begins.

### NEXT STOP, RUSTBUCKET CENTRAL

You appear inside a connecting passage. Follow the rusting walls down a few steps to a slightly wider area with metal shelving (there's little more than red bouncy balls), so descend the stairs in the ground near the two barriers. After following a long corridor heading west, you appear at the underground elevator lobby. You may be halted in your progress by a robot (these range from Robobrain to Mister Gutsys to Sentry Bots depending on your level). Defeat it then search behind the ticket counter to the south of the elevator bank. Grab the Ammo and Health then head south, down two flights of stairs, and passing between more presidential statues to the White House East Wing Metro Platform (South).



**Tip**

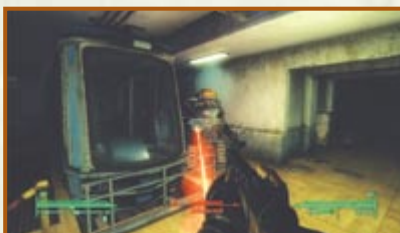
You can **sneak** past this entire section, and the robotic presence inside, if your stealth abilities are impressive. Further augment them with the Chinese Stealth Suit you may have acquired during **Quest: Operation Anchorage**. Continue to Sneak for the entire remainder of this quest if you wish, all the way to the Mobile Base Crawler at Adams Air Force Base. You'll still have to deal with repairing the subway train to Adams Air Force Base, but at least you can avoid many of the other enemies inhabiting the Presidential Metro.



**First Aid Box**



**Ammunition Box**



"Oh well, maybe next time, you'll introduce yourself." The name's Mr. Boomstick, Robobrain, you garbage can of gray matter!

Move to the end of the president's statue corridor, and peek out to the platform area, where you encounter a roaming robot, and a turret on the ceiling above and left of you. Remove both threats, then quickly search the platform. A bench holds a long-dead cop, whose Police Hat and .32 Pistol are still usable. The eastern track is impassable, forcing you northward through the open double doors, passing the empty Protection Pod, and opening a second set of doors that leads to the East Wing Metro Platform (North). After a violent confrontation with a mechanized foe, search this area. Begin to the left (west), checking the small Metro tram. There's a footlocker, and potato crisps. The corridor to the north, with the Water Fountain, is blocked, so the only option is to head east, along the tracks.



**Police Hat**



**.32 Pistol**

The public address system mentions 200 year old events as you pass a sparking skeleton. This proves that the tracks are safe to walk on. Expect more robotic adversaries as you continue down the tunnel to the blockage. Turn right (south), and enter the double doorway, into a room with stairs in the floor. Head down them after you inspect a nearby work surface for the following items. Then head through a connecting room to a second Metro tunnel, where the P.A. system crackles into life again! Keep listening, and the computer voice mentions that Senatorial IDs are required at all times.



**First Aid Box**



**Pulse Grenade (3)**



**Microfusion Cell (100)**





## MEETING M.A.R.GO.T.

The P.A. system clue about the IDs should stick in your head as you turn right, engage or Sneak past enemy robots, and inspect the derailed Metro Tram to the west. Inside the first carriage is a skeleton with a Pre-War Hat, and a Senate Employee ID on his suitcase! Grab that immediately, then check the gap between the fallen masonry and the tram; there's a Laser Pistol and Mini-Nuke! Crouch to grab both of these items, then move east to the turret-guarded junction. Read the large wall signs here; to the south are blocked stairs to the west wing, so continue east, following the sign marked "Adams Air Force Base." Before heading down the long right turn in the tunnel, check the open door on your right (south) side.

This leads to a small filing office, with a First Aid Box on the wall, and a Maintenance Department Terminal on a desk. Access it to read five entries, which are designed to be read from lowest number to highest. They detail problems with the tracks, the mainframe's acronym ("Margo"), and robotic security.

Continue along the winding tunnel, pausing to scavenge a Baton and Pistol. The tunnel is bisected by a pair of double doors to the east, opposite a pair of ruined presidential statues. Head there in a moment, after you've made another bizarre discovery at the impassable southern end of the Metro tunnel; an evil Gnome is photographing two Teddies tied to the tracks! Curiouser and curiouser. Head through the doors.



Senate Employee ID



Laser Pistol



Mini-Nuke (#76)



First Aid Box



Police Baton



.32 Pistol

Say hello to M.A.R.Go.T., the Metro Authority Rapid Governmental Transit System. She's having troubles in her southeast tunnels.



You come face to face with an amber-colored computer workstation named M.A.R.Go.T. that's talking to you. Check the small chamber to find a Carton of Cigarettes, some Buffout, and Whiskey scattered about. There are turrets (currently deactivated) on the ceiling, and a door on the opposite (east) side of the room leads to the Presidential Metro. You have two initial options:



Ignore the workstation, and use **Lockpick** on the Door to Presidential Metro. This isn't recommended, because there are favorable conclusions to speaking with the robotic presence controlling the Metro.

Step up, and talk to M.A.R.Go.T. She scans you, telling you that her systems are on code red alert status. She requests you immediately identify yourself. An optional objective is now accessible and you may attempt it after your conversation with M.A.R.Go.T.

### NEW OBJECTIVE [OPTIONAL]

"Clear the security breach in the Presidential Metro" begins.

You have a number of choices when interacting with M.A.R.Go.T.:

You can tell her you're looking for Adams Air Force Base. M.A.R.Go.T. requests confirmation of your ID; you have one more chance to tell her. Or, you can respond "Please! I just want to get to Adams Air Force Base!" and M.A.R.Go.T. summons security! You must now battle robotic guards throughout the remainder of the Metro. This isn't a great conclusion (although the first foe to arrive is usually a Protectron, an easy kill). However, if you have the Senate Employee ID, you can speak with M.A.R.Go.T. again and get her to call off her mechanical dogs. Exit via the Door to Presidential Metro.



You can pretend to be from the United States Army, here to provide assistance. Fail this **Speech** persuasion, and you have a second chance to tell her using another option. She scans her memory array and finds the request in her database. You can freely speak with her.



You can use **Science** to order her to override security parameters and assign current user to highest clearance. Fail, and you can pick another option. Succeed, and she obliges, and you can freely speak with her.

You can tell her you're a United States senator, showing the Senate Employee ID you looted. You can freely speak with her.

All other options, ranging from the simpleton to the sarcastic, are met with a similar response; you are again asked for identification, after which M.A.R.Go.T. turns hostile, and you are attacked by her turrets and robots for the rest of your underground expedition.

With M.A.R.Go.T. ready to tell you what she knows, you can speak with her for a while. Here are the options:

Request more information on the "security breach." M.A.R.Go.T. tells you "unidentified individuals" have been seen in the southeast tunnels area. They possess no internal body heat and are emitting lethal levels of radiation (Ghouls, anyone?). This should help with your optional objective.

Ask for repairs to the train leaving for Adams Air Force Base: She can't allow the Sentinel unit to repair the train until the "security breach" is dealt with.

Ask for further information on Adams Air Force Base; this leads to a chat about the tunnels, which, if you've been paying attention, are overrun with "unidentified individuals."

You can ask her to deactivate all her security units. She answers in the negative, but says that you shouldn't see any more hostile behavior from robot guards. This should help when you cleanse the area of "unidentified individuals."

You can ask more about M.A.R.Go.T.; specifically her name (Metro Authority Rapid Governmental Transit System), and her job, with further conversations that can get a little heated!

You can ask what is going on. M.A.R.Go.T. provides three reports. The Metro Status Report confirms your information; the main fuse for the power relay has been forcibly removed and cannot be replaced due to the security breach.

After the chat, leave via the (now-unlocked) Door to Presidential Metro.



## GHOUL AND UNUSUAL PUNISHMENT



Facing a mass of jabbering screams and flailing limbs is one thing, but beware the roaming Reaver, the toughest Ghoul yet!

Your suspicions about a Ghoul incursion are confirmed as you step into a Protectron Pod corridor, and two ferals lie near the body of a Protectron. Search them, then prepare for a series of frantic fights. The following details the types of foes to expect in this particular location, but to gain access to the Metro tracks leading to Adams Air Force Base, you should attempt one of three main plans:

Rampage through this section of tunnels, killing anything that presents a threat.

Regardless of whether M.A.R.Go.T. has called off the robotic guards, slaughter anything that attacks you, optionally ignoring the robots if they are friendly. Be meticulous in your searches for ferals; the optional objective only completes when this specific area is devoid of them.



Employ your favored stealth-inducing equipment to boost your **Sneak** ability, eluding all foes both robotic and feral, and locate the Sentinel Unit.

Follow any of these routes or plans before finally arriving at the Sentinel Unit, where you must make your next choice.

Step out onto the train tunnel, dropping a Ghoul in the process, and turn left (west) if you wish to investigate the blockage at the end of this tunnel. There's a dead cop here, with a Baton, Pistol and Ammo, and a Hat. Turn and head east, to a Y-junction with a U-shaped cluster of computer banks in the middle of it. This junction of three Metro tunnels is teeming with Feral Ghouls; expect around five to charge you, as well as a robot that can help or further hinder your progress. Use the pillars, metal railing, and computer banks for cover.



**Police Baton**



**.32 Pistol and Ammo**



**Police Hat**



### Caution

This junction is extremely dangerous, as Ghouls tend to congregate here, especially after others are slain. Expect heavy combat here. Pay particular attention to the names of the Ghouls; any Feral Ghoul Reavers are incredibly strong and deadly, and require a supreme effort to slay. Attack from range, soften them up many times before engaging them in melee combat, and drop them first, even before Glowing Ones.

Optionally follow the train tracks to the north. This leads to a dead end, but there's a doorway opening on your left (west) before you reach the end. Head up the stairs to claim items from a First Aid Box. At the northern blockage, check a skeleton for some RadAway and Mentats. Find more RadAways near a corpse on the south pedestrian walkway back at the Y-junction, which is the only way to progress. Grab the RadAway for use against the effects of a Glowing One.

Trek southward down the long train tracks, and battle another four Ghouls. As you go, you can look right (west) to see an inaccessible train track, and a Ghoul getting rammed by a working train. Continue past the entrance on your left (east) to the equipment room, and instead move to investigate the dead end of this tunnel, passing a skeleton with a Psycho, to some fungal growths near a skeleton with a Power Fist and Pulse Grenades. Now backtrack to the equipment room. Enter, ransacking the cabinets and getting the Laser Rifle and Frag Grenades by the desk. Check the shelving for First Aid, a Quantum, and junk before opening the door to the next set of tunnels.



**First Aid Box (2)  
RadAway (3)**



**Various Chems**



**Power Fist**



**Pulse Grenade (2)**



**Laser Rifle**



**Frag Grenade (3)**



**Nuka-Cola Quantum**



**(#99)**

## MENDING THE MECHANISM

The Presidential Metro Sentinel Unit can be attacked, or left to help repair your broken train once the ferals are neutralized.



### Tip

You kill around 12 Ghouls in this area before the optional objective completes, assuming you have robotic assistance.

Step out to the familiar guttural hiss of Feral Ghouls to the south. Ignore the dead end to the north (unless you're short on cleaning products), and head southward. Depending on the competence level of you and your new robot chums, the last of the Ghouls should be lurking in this area. Slay them, and complete the optional objective. Your main objective still stands; move southward to the Capitol Platform. This may be on alert, with ceiling turrets firing, depending on your ability to make friends with computers. This is where you meet the Presidential Metro Sentinel Unit. Before you choose your interaction with the unit, make a quick sweep of the area:

To the south, the tunnel ends in a debris fall with no items.

To the west is the exit up to the Capitol. Move up the stairs to the Door to Capitol Building East Entrance. This is a new exit, allowing you to pass to and from the Capitol Building East Entrance [18.01] and Seward Square [Zone 18]. This door was previously sealed.

By the debris piles is a bench under a clock, with a skeleton resting near a Jet, Beer, and a Holotape marked "Sorry, My Darling." Listen to it to begin Freeform Quest: The Sorrowful Suitor. This is referenced in the Miscellaneous and Freeform Quests for Broken Steel.

To the east is the train that can transport you to Adams Air Force Base. Before you head there, check the room to the east to find some Health and Ammo. The two hatch doors to the north have turrets behind them, and open only if you're perceived as a threat, so check the train itself. It looks intact but may not be functional. Nearby is a narrow engineer's room with filing cabinets, First Aid, Whiskey, and a Power Box that may need to be activated.



**Holotape: Sorry, My Darling****Jet****First Aid Box (2)****Ammunition Box****Beer and Whiskey**

You now have a number of ways to get this train up and running (you do not need to return to M.A.R.Go.T. at any time):

Attack the Presidential Metro Sentinel Unit, ideally with pulse weapons, and search the remains for a Main Bus Fuse. You must attempt this if you're Sneaking through (as you won't have culled all the Ghouls), or if you're attacking everything. Move to the Power Box and insert the Main Bus Fuse.

Converse with the Presidential Metro Sentinel Unit, who (now that all the Ghouls have been eradicated) makes the necessary repairs and powers up the damaged train system. You can attempt this if the robots are friendly. Naturally, you can destroy the Sentinel instead.

**Main Bus Fuse**

Once the train has been repaired, move to the front (south) end of the train, and activate the controls. Sit back and enjoy the ride (and the pitched battles in this new tunnel between Ghoul and robot), and disembark when you reach the Adams AFB Metro Exit. Here, you can ride the train back if you activate the controls at the other end, but this is only a plan if you're ill-equipped for the Air Force Base assault. A better plan is to head up the stairs to the east.

Stop! The exit is guarded by two Enclave Soldiers and a ceiling turret. You can see evidence of their combat prowess, Ghouls and Protectrons are strewn about the place. Your options are:



You can use **Lockpick** on the door to your left (north). This leads to a corridor and some Enclave equipment (listed below), as well as a terminal you can hack with **Science** to shut down the turret. Grab what you need, move around the corner, then quickly dart left (north) up the stairs and escape.

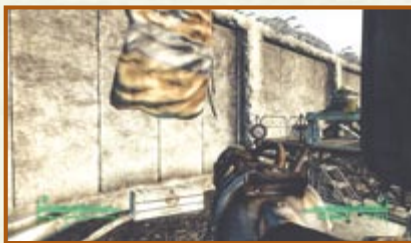
Or, you can do the same, but turn right (south), and ambush the soldiers from behind with a well-placed Grenade and firearm back-up.

Or, face your foes from the corridor with the dead Ghouls, giving your foes better cover and a turret to help mow you down with.

Once you're done, move up the exit stairs and open the Double Doors to Adams Air Force Base. Your objective updates.

**Laser Rifle****Microfusion Cell (60)****Pulse Grenade****Ammunition Box****NEW OBJECTIVE**

"Retrieve your orders and equipment from the Resupply Crate" begins.

**TESTING OUT THE TESLA CANNON**

Paladin Tristan delivers: literally! You receive a crate with a brand-new and thoroughly awesome piece of ordnance.

Head northward up the steps, and watch (but don't fire) as three Vertibirds arc through the air above you. As you reach the top of the steps, a fourth Vertibird takes off from a courtyard to the northeast. Don't storm in! Instead look to the northwest, toward the rusting metal

structure. Draped over the exterior barbed wire concrete wall is parachute canopy bearing the insignia of the Brotherhood of Steel! This must be the Resupply Crate Paladin Tristan promised; has the Brotherhood captured a Vertibird? The Resupply Crate is on the ground at the foot of some metal steps. Open the crate, gathering Electron Charge Packs, Microfusion Cells, Orders, and a brand new (and unique) weapon: the Tesla Cannon! Your objective now updates. Before you leave this area, pass the deactivated Robobrain and enter the metal hut to find First Aid Boxes, a Stimpak, and a Carton of Cigarettes.

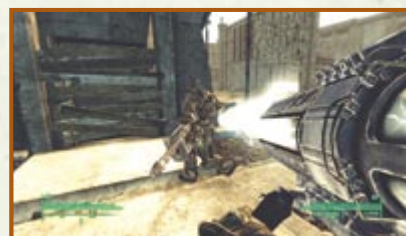


More importantly, there's a Turret Control System to hack into with your **Science** ability. Now you can power down the turrets on the corners of the buildings ahead of you—a thoroughly recommended plan.

**Electron Charge Pack (50)****Microfusion Cell (50)****Holotape: Orders****Tesla Cannon****First Aid Box (2)****Carton of Cigarettes****NEW OBJECTIVE**

"Find the Access Terminal to lower the ramp on the Mobile Platform" begins.

Wielding a Tesla Cannon may allow you to cut down Vertibirds from the sky, but it's a bit unwieldy at close quarters.



Your orders (on the Holotape) tell you to get to Adams Air Traffic Control Tower; this is the only location with a terminal that can open the ramp to the giant Mobile Platform you've yet to discover. Begin to maneuver along the roadway, blasting turrets with your Tesla Cannon if they are active, and moving past the two trucks, seeking cover behind the small concrete sentry hut that's boarded up. Across from this hut to the northeast is a set of Enclave barricades and soldiers (including Hellfire Troopers). You can:



With or without the Chinese Stealth Suit, you can **Sneak** around any enemy threat, and continue this for as long as you wish, until your Stealth Boys run out, or until you're spotted. This saves ammunition, but you'll lose the XP because you're not slaying these foes.



Or, you can attempt to charge through, seeking refuge in cover, and sprinting northeast into the base. This is unwise, as you're likely to be swarmed, and the Enclave presence gets more numerous deeper in.

Instead, a measured but brutal approach to combat is called for. Use your Tesla Cannon at a distance, and favorite sidearm as you close in. Grenades are great too. Begin a methodical takedown.

Move across to the first set of barriers where you engaged Enclave troopers, at the foot of the brick building with the snaking air-conditioning on the side of it. Head inside the metal hut at the base of the building



There's a second Turret Control System to hack using **Science**, allowing you to deactivate the roof turrets from this point onward. This is recommended. Grab the Health and leave.



**First Aid Box**

### FIGHT TO THE FORECOURT

You have two choices regarding the path to take. Just to the right (east) of the metal hut with the second turret terminal are steps up to the roof of the brick building. You can sprint across the roof here to a third metal hut, and quickly dart inside.



This hut also has a Turret Control System to hack into with **Science**, enabling you to shut down the remaining turrets in the area. This is well worth attempting.

Take the Health and depart, or better yet, stay in this relatively safe location, and watch as two Vertibirds descend from the skies. The first parks on the dirt of the baseball field ahead (north) of you. The second lands on top of the tower to the northeast. Both drop in Enclave soldiers (usually two heavily armed troopers). You can:

Blast the Vertibirds out of the sky before they deliver the troops; try hitting the one landing on the tower first, as the foes are more difficult to strike from a distance.

Or, blast the Enclave Soldiers, ignoring the Vertibirds, and hitting the infantry with Tesla Cannon shots to easily drop them.

Or, engage them as normal.



Or, **Sneak** past them all en route to the tower.

The other route is to stay on the ground and head due north, passing a mesh fence and an inaccessible series of wooden barracks to your left (west). Round the corner, and you're at the baseball field (now juts dirt). The previously described two Vertibirds land here. You can strike them, but you have to deal with some remaining turrets unless you quickly head west, around the corner of the brick building, and up the catwalk steps under heavy fire. This is less than ideal.

Whichever route you take, there's always the alcove behind the parked truck to the northwest, where you can scavenge parts from rusting robots, as well as ammunition.



**First Aid Box (2)**



**Ammunition Box (2)**



**Note**

Have you spotted the massive satellite dish to the east? This is the Mobile Crawler's huge array, and your ultimate destination.

When the foes in the baseball field area are defeated, you can edge forward toward the east. Ahead is a high wall attached to a tower with turrets and the Vertibird landing platform on top of it, and a road with vehicles partially blocking it. This road leads to the heavily defended Sector 1 Hangar Forecourt (and it is best to soften up those targets instead of charging in). The most interesting area is the wall itself; move there, but keep a lookout for Enclave Soldiers on the landing platform atop the tower (if you let the Vertibird land there earlier). Tag the foe before you climb the wall, so the additional Enclave troops on the other side of the wall don't see you.



There seems to be a choice of steps at the wall and tower, but the gantry steps on the corner of the tower lead to a broken walkway you can't access. Instead, move through the broken mesh fence, and up the gantry steps above the small generator. **Sneak** up (east) the small set of steps, then turn left (north), and quickly Sneak along the exposed gantry atop the wall. At the end of the gantry is a table with a Holotape, Health, Ammo, and an Artillery Switch.

The Artillery Note is a message from the Enclave to a soldier who left this post, giving clearance to use artillery strikes! The resulting explosions cripple the Enclave's defenses in the Sector 1 Hangar Forecourt to your right (southeast); any enemies not in the hangars are badly wounded or killed. Drop to the ground via the gantry steps on the east side of the wall, and move into the forecourt.

The three barricades and two parked Vertibirds shouldn't present any issues, especially if you're armed with the Tesla Cannon. Dash to the protection of the nearest barricade, and engage the enemy. Then move to the next, the third, and finally head for the hangar that the nearer Vertibird was parked in front of. There are four hangars, but only this one (1A) is accessible from Sector 1. Don't head east to the edge of the forecourt; a Repulsion Field prevents your progress. The barricades have four Enclave Ammo Crates.



**Note**

Hangars 4A and 4B (to the south of this forecourt) are not accessible.



**First Aid Box**



**Ammunition Box (5)**



**.308 Caliber Round (48)**



**Holotape: Sector 1 Artillery Note**



**Tip**

The open hangars and forecourts between this point and the control tower means you should expect and anticipate Enclave attacks from any direction. Expect to face Enclave Soldiers, Hellfire Troopers, turrets, possible Deathclaws, and Vertibirds strafing your location. Fight back with the Tesla Cannon for long-range and large enemies, then switch to favored firearms, Followers, and Grenade lobbing to tackle the infantry.





## THE PENS ARE MIGHTIER THAN THE SWORD



Releasing the beasts simply increases the confusion, and these Deathclaws haven't been enslaved, so your Control Scrambler is useless.

Hangar 1A is known as Deathclaw Hangar for obvious reasons. The Enclave has caged three Deathclaws, but hasn't enslaved them yet! The hangar is divided into four large Deathclaw pens with gantry steps in the middle, and an outer passage running along the eastern and western perimeter (although the eastern perimeter isn't accessible from the southern side where you enter). Expect Enclave foes on the ground and gantries. There are a number of plans to try here:



You can continue to **Sneak** left (west), then north along the perimeter, appearing in the middle of the hangar, and then choosing to leave via the opening to the north (into the second forecourt), or the collapsed perimeter wall to the east.



You can move to the three pens with a Deathclaw inside, and hack the Deathclaw Pen Door Terminal with **Science**. Release the Deathclaw, backing away so it charges after an Enclave foe, as these Deathclaws attack their closest target. This creates confusion, and allows you easier access to the second forecourt.



Or, you can simply use **Small Guns** to battle through this hangar, ignoring the Deathclaws, slowly backing up the Enclave into the second forecourt, north of this hangar.

You can also move along the outside of the hangar, hugging the western perimeter wall after dropping down from the Artillery Switch, and shoot foes through the broken windows; this offers you cover, but the enemies can easily move out of your line-of-sight.

The hangar has two First Aid Boxes in the northwest corner of the perimeter corridor, and an Enclave footlocker near the northern exit.



**First Aid Box (2)**



**Tip**

You can actually jump and run across the energy "ceiling" if you move onto the gantry and leap on top of an active Deathclaw Pen (whether the beast has been released or not), and access the holes in the roof, allowing you to move outside.

## AIR FORCE BASE HANGARS: INVESTIGATION

Move into the second forecourt, either via the north doorway or the hole in the eastern wall, and around by the parked trucks. You now have access (assuming you can find the entrances) to five hangars between here and your control tower objective. Expect fierce Enclave resistance all the way through this section of your mission. The following reveals the

optimal path to take to reach the control tower, followed by a reconnoiter of each remaining hangar. For control tower antics, consult the part of this walkthrough entitled "Control Tower: Access Granted."

### OPTIMAL PATH: LEFT, FOR DEAD



The second artillery strike location features a light guard presence, a devastating payload, and a dead soldier guarding some goods.



From the northern exit of Hangar 1A, move quickly northwest, to the side of Hangar 2A, and either stay on the ground and creep along the perimeter wall, or move along the gantry, until you reach the roof of a tower. If you're **Sneaking**, you can move past the Enclave Soldier and turrets, and into a metal hut to your left (west). Even if you're spotted, move in here for the protection it affords, and the terminal that deactivates the turrets. Shut them down and make short work of the soldier, ransack the area for the listed items below, then step out toward the barricade overlooking Sector 2 Forecourt. Obtain the Sector 2 Artillery Note, and flick the Artillery Switch. The area is bombarded. You can stay up here and snipe, or descend (by the steps to the northwest) and continue your assault, advancing north up the side road between Hangars 3A and 3B to the control tower forecourt.



**First Aid Box**



**Ammunition Box (2)**



**Holotape: Sector 2 Artillery Note**

### HANGAR 1B: ENSLAVEMENT PREPARATION

The next hangar is east of the Deathclaw Hangar and accessible from the second forecourt. It features an identical layout, with a central area and gantry and a number of folded barricade sections, and a few easily defeated Enclave Scientists. Watch for incoming fire from the east and west sides, especially the Air Field Landing Strip that you can't access yet. There's an Enclave footlocker in the western perimeter corridor, but little else.

### HANGAR 2A: RUSTING JETS

This hangar is due north of the one with the Deathclaw Pens, and is inaccessible from all sides except the western perimeter wall, below the gantry you used to reach the second Artillery Switch. Inside are three rusting fighter jets and an eastern north-south corridor with an Ammo Box and Health, plus windows looking east toward the Robobrain patrol walkway.



**First Aid Box**



**Ammunition Box**





**Tip**  
Leap from the gantry steps to reach the roof of this hangar and take up a sniping position with excellent views of this area.

### HANGAR 2B: DEATHCLAW CAGE CONSTRUCTION

Accessed via entrances north (at Sector 2 Forecourt) or south (at the second forecourt), this is usually devoid of enemies by the time you reach it, but the Enclave was hard at work building Deathclaw cages. Find two First Aid Boxes, two Ammo Boxes and a footlocker, and some scattered Blood Packs. Between Hangars 2A and 2B is a side road with three parked trucks and a concrete walkway where a robot usually patrols. Check the trucks for more Health and Ammo.



**First Aid Box (3)**



**Ammunition Box (3)**



**Blood Packs (3)**

### SECTOR 2 FORECOURT

This area is where you accessed the Artillery Switch if you took the optimal path. The brick tower housing the switch is to the west. The forecourt itself has a barricade overlooking the landing strip, which is still impenetrable thanks to the Repulsion Field. Check the barricade to the east for two Ammo Boxes, and another on the truck parked by the northern entrance to Hangar 2B. Before you leave this forecourt, head along the northern wall of the brick tower to a narrow opening in the western brick building perimeter. After some winding turns, locate some steps up to a dead Enclave Soldier with his own hidden haul of items:



**Ammunition Box (3)**



**Psycho**



**First Aid Box (3)**



**Ripper**

### HANGAR 3A: INACCESSIBLE

The hangar to the north of 2A cannot be entered, although you can view the rusting jets from the broken windows. Instead, concentrate on the continuation of the side road running north-south; there are a number of containers to hide behind during fights. You can easily aim at the control tower's turrets using the cover provided here, too.

### HANGAR 3B: COLLAPSED HANGAR

The final hangar, which is accessible via the side road or control tower forecourt, is in complete disrepair, and the roof has fallen in. It is devoid of items, but offers access (via the copious holes in the eastern perimeter wall) to the landing strip area. This can be accessed before or after you meet your control tower objective.

### CONTROL TOWER: ACCESS GRANTED

Move into the control tower forecourt, easily identified because there's a parked container truck with two Ammo Boxes in the back, and a couple of turrets (that you can see) on the roof of the tower itself. Two more turrets are on the northern side of the tower. Farther along to the left (west) on the tower exterior wall is the necessary terminal to deactivate the turrets, although zapping them with the Tesla Cannon is arguably easier. Don't venture onto any of the three gantry stairs accessing the tower roof yet; forage first!

The forecourt to the north of the control tower, with the cars, bike, and military truck, has a First Aid and Ammo crate on the back of the truck. The control tower forecourt's barricade has an Ammo Box and First Aid to pillage. There's also a hidden Enclave crate to find. Seek out the concrete building in the northwest corner of this base, near the perimeter brick structures. Head around the narrow alley behind the building, and look for the pile of tires and barrels.



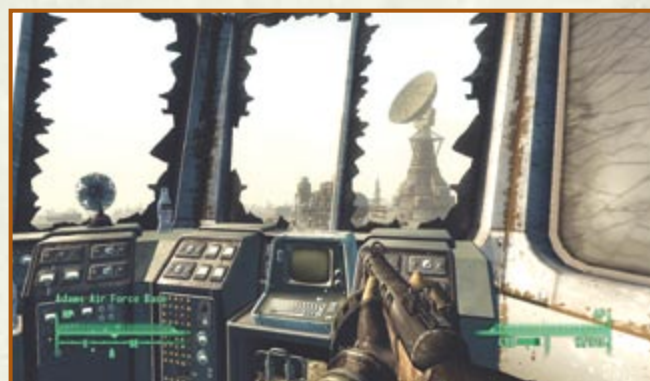
Dig under the barrels and tires to reveal a locked crate. Use **Lockpick** to open it. This usually contains a massive amount of your favored weapon's ammunition!



**Ammunition Box (5)**



**First Aid Box (2)**



As Tristan distracts the Enclave with a light smattering of laser fire, drop that Crawler's ramp so you can enter.

Head up the exterior metal gantry steps and around to the Door to the Air Control Tower, which faces east. Step into a darkened entrance passage, with an open office to your left (south) and right (north). Thwart the robot menace inside this U-shaped office, taking either entrance and making a quick sweep for some First Aid and a Sniper Rifle; the latter is perfect for when you emerge from this building. Return to the entrance passage, and take the stairs to the west. Ascend all the way up to the Door to Adams Air Force Base. You emerge high above the Landing Strip, inside the control room itself. A group of Vertibirds fires on the landing strip below—Paladin Tristan Tristan's "distraction." Be quick, as the place is being bombarded by rockets! Grab the First Aid Box and then access the Enclave Field Research Terminal. Three menu options appear, but only "Open Mobile Platform Loading Ramp" is available. This immediately lowers the ramp, and your objective updates.

#### NEW OBJECTIVE

"Enter the Enclave Mobile Platform" begins.

### CRAWLING AMONG THE CRATERS

Now dash southeast to the lowered ramp of the gigantic Mobile Crawler with the satellite dish on top of it. This is a straightforward sprint across to the cover of barricades and trucks, defeating any foes you wish, and then a final run to the ramp to the Door to Mobile Base Crawler. If you don't wish to explore the landing strip, proceed to the section marked "Crawler Ascent."

### LANDING STRIP RECONNOITER

For the most ammunition possible, clear the strip of foes, working from north to south. Hit Hellfire Troopers on the Crawler balcony with Tesla Cannon fire. Check the blue container truck to find two First Aid Boxes and two Grenade Boxes. The adjacent circular barricade with the small





sat-dish has three Ammo Boxes. Moving south past the Crawler, ignore the trucks and head for the oval-shaped barricade east of Sector 1 Forecourt. There are two more Ammo Boxes here. The final container truck in the middle of the Landing Strip offers three more Ammo Boxes, one containing Grenades.



**First Aid Box (2)**



**Ammunition Box (7)**



**Grenade Box Ammunition (3)**

The remainder of this massive air field to the north, east, and south of the Crawler has no caches. However, to the southeast is a large brick building with four turrets on top. This is the Adams Storage Facility, and now is the ideal time to ransack the place!

It pays to traipse around the landing strip; a small factory can be rummaged for the latest in napalm-based equipment.



Enter the storage room and check the shelves on your left (west) for First Aid and Ammo, and two more Ammo Boxes, as well as a small crate with Buffout in it, as you head around to the opening leading into the main facility floor. Step to the long bench brimming with equipment: a unique Rapid-Torch Flamer, .308 Caliber ammo, seven Missiles, four Flamer Fuel canisters, two Mini-Nukes, and a Nuka-Cola Quantum. What a haul! You can take the gantry stairs up to a roof exit, or leave the way you came.



**First Aid Box (3)**



**Ammunition Box (2)**



**Rapid-Torch Flamer (#114)**



**.308 Caliber Ammo (48)**



**Missile (7)**



**Flamer Fuel (48)**



**Mini-Nukes (#81 & #82)**



**Nuka-Cola Quantum (#100)**

## CRAWLER ASCENT 1: REPAIRS AND HIGH SECURITY ZONE

### NEW OBJECTIVE

"Destroy the Enclave Mobile Platform with an Orbital Strike" begins.

Directly ahead (east) of you is a Repulsion Field, and this must be deactivated using one of three plans, unequal in their cunning:



You can use your knowledge of energy walls (**Science**) to switch the Repulsion Field off. It completely deactivates.



You can use **Explosives** to set a timed charge, backing away with enough time to spare before the field blows up. You'll take a small amount of damage because the field is now intermittently active.

Or, you can use brute force to destroy the control panel. The explosion damages you, as does moving through the partially working field. Now inside the main chamber of the Crawler, you can head left (north) toward the sign marked "High Security Clearance," or right (south) toward the sign with "Repair Station" emblazoned on it.



**Tip**

Although barbaric, smashing the controls can benefit your longer-term objectives, because the sparking control panel and partial fields can be used to damage enemies advancing through them! Force a foe toward you, through one of these sputtering fields.

## RIGHT TURN TO STIGGS, SPARKY, AND HOOVER

Turn right (although either direction is accessible), and look for the bespectacled man in the jumpsuit. This is Stiggs, and he's sure you've come to hurt him. You can:

Hurt him. Loot his corpse for the following items (listed below).

Tell him he's safe, and that you need information. You can hurt him afterward! The following information can be imparted:

- » Upstairs defenses: The level above you is a Deathclaw Research Facility, although only a few remain.
- » Upstairs defenses: There are robot patrols controlled via the mainframe, located on the level above, in the Crawler's center.
- » Upstairs defenses: Only a few Enclave Soldiers are left.
- » Getting to the satellite tower: This is achieved by moving to the central control area, then the launch platform, followed by a battle to reach the tower.

Stiggs now tries to leave with his two robot pals Sparky and Hoover. Let them go or gun them down (the combat isn't really necessary).



**Eyeglasses**



**RobCo Jumpsuit**



**Roving Trader Hat**



**Wrench**

A rummage around the southern part of this Crawler reveals two deactivated robots, five Enclave crates, and a First Aid Box. Check the southwest corner for a Repulsion Field that is deactivated just like the previous one. This leads to Stiggs's cache of goodies:



**Whiskey and Vodka**



**First Aid Box (5)**



**Various Chems**



**RadAway and Purified Water**



**Blood Pack (3)**

Now inspect another Repulsion Field on the southeastern side of Stiggs's repair bay; deactivate it to sift through junk, which allows you to build most (if not all) of the Custom Weapons at the Work Bench in here, providing you have the Schematics, of course. You can now head south, to the Ladder to Launch Platform Base, or check out the northern part of this level.



### Work Bench

## RIGHT TURN TO ENCLAVE SQUAD SIGMA'S AMBUSH

Six of the Enclave's toughest fighters are a nightmare to contain, unless you've dropped most of them with a well-aimed Nuka Grenade.



Brandish a Grenade and move slowly northward, readying yourself for an ambush, which occurs the moment you step under the "High Security Clearance" sign. Six veteran Enclave soldiers scramble out from the northwest stairs, including their Hellfire leader; this is Enclave Squad Sigma, and they don't mess about! However, they'll be severely wounded if you accurately lob in a Grenade (especially a Nuka Grenade) before they disperse! Fight them off, paying particular attention to the leader with the Heavy Incinerator; you may wish to fight fire with fire and employ the Rapid-Torch Flamer. Don't be afraid to retreat! When the combat is over, the stairs up to the Launch Platform Base are available, but so is a Repulsion Field wall to the northeast. When deactivated, this allows access into the armory, which has the following items listed below. You can now head up the steps to the door marked with the "Dormitory" sign.



### Armor Case



### Plasma Grenade (5)



### Ammunition Box (7)



### Pulse Grenade (5)



### Combat Shotgun



### Psycho and Buffout (10)



### Sniper Rifle



### Laser Rifle



### Gatling Laser



### First Aid Box



### Super Sledge



### Carton of Cigarettes (3)

## CRAWLER ASCENT 2 AND 3: DEATHCLAW RESEARCH LEVEL AND MAINFRAME



### Note

This two-level area is the central hub of the Crawler, and confusingly labyrinthine. Consult the Crawler maps in the Mini-Tour chapter of this guide to plot a route, or follow the optimal path, either from the north (dormitories) or south (storage), which is shown after the following investigations. Remember: a methodical approach to searching and combat is far better than frantic corridor sprinting interspersed with hopeless firefights and death gurgles.

## SOUTHWEST SEARCH: STORAGE AND STAIRS

From the very southern tip of this level (the hatch down to Stiggs's repair bay), step through the doorway. North is a doorway marked "Warning Live Deathclaws." This leads right into the main Deathclaw Research Facility, detailed later. Turn left (west) into a long storage room with windows on the right (north) to view the Deathclaw Facility. There's a Work Bench, footlocker, Health, and a Carton of Cigarettes. Move to the southwest corner and look right (north) through a doorway to a narrow corridor. A second storage area is filled with junk and a door on your right leads into the Deathclaw area. Stairs to the north lead to the medical bay and mainframe, as well as the gantry balconies overlooking the Deathclaw Facility.



### Work Bench



### Carton of Cigarettes



### First Aid Box

## SOUTH SEARCH: DEATHCLAW FACILITY (LOWER LEVEL)



Fighting foes in a blind panic is perhaps the least tactically sound idea of all. Try Deathclaw-releasing instead.

This two-floor experimental facility contains captured Deathclaws, along with Enclave Security Officers and Scientists and their robot guards. The lower facility level is accessed via doorways to storage (south and west), sub-dormitories (northwest), a T-shaped covered corridor to the Robotic Defensive

Control Center (north), and the armory (northwest). A T-shaped covered corridor (with a gap) leads to and from the south storage doorway, into the covered corridor, and right to a door marked High Security Clearance and the armory.

On either side of this central T-corridor is an open area and a support for the gantry. The western one is walled and features a nearby gantry staircase to the upper level. The eastern one has a doorway opening, allowing access to a storeroom with lockers and two Ammo Boxes. By this opening are two Repulsion Fields; deactivate either of them (one is near some shelves and a Carton of Cigarettes) and you can free an enslaved Deathclaw.



### Carton of Cigarettes (2)



### Ammunition Box



### Tip

The good news: If the Deathclaw Control Scrambler is still in your possession, the Deathclaw will savage any Enclave forces.



### Caution

The bad news: If you didn't pick up the Scrambler from Scribe Vallincourt, the Deathclaw will immediately try to savage you!





## SOUTH SEARCH: DEATHCLAW FACILITY (UPPER LEVEL)

The upper balconies overlooking the Deathclaw pen are accessed from multiple locations: the gantry steps from the lower level (west), the steps from the store (northwest) that lead to the medical bay and mainframe (northwest), or the mess hall (northeast). A search of the balconies from west to east allows you to crisscross to an unprotected (and blue-glowing) "research station" platform to the south, marked with the sign "Sensitive Electronics." A suspended Deathclaw and easily slain Scientists are also in the vicinity.



Hack into a Deathclaw Research Terminal on the south wall using **Science**. If successful, you can Disable the Deathclaw Field as well as Disable the Protection Station Field (the Repulsion Field at the "protection station").

Move north to the covered T-junction with the Whiskey bottle, and turn right (east). This leads to a second "protection station" platform with a "Sensitive Electronics" sign, directly south of the mess hall. You can drop down from here and deactivate the Repulsion Field (if you didn't deactivate it already). On this platform there's a weapon and a Deathclaw Protection Terminal.



Access the terminal with **Science**, and you can disable the Deathclaw Field down below, or re-enable the Protection Station Field behind you.

On the table next to the terminal is a Slo-Burn Flamer and Ammo! A couple of boxes of Dandy Boy Apples on on a corpse along the eastern covered balcony; along with a Baseball Hat and a Teddy.



**Whiskey**



**Slo-Burn Flamer (#115)**



**Flamer Fuel (150)**

## NORTH SEARCH: MAIN DORMITORIES (LOWER AND UPPER)

From the staircase where you fought the Enclave Sigma crew, move into a corridor with access left (west) and right (east). So you don't get lost, remember there's a conductor and fire extinguisher by the door you just entered. Now conduct a thorough inspection of this corridor, beginning with a right turn. To the east there's a "Dormitory" sign, and access into the dormitory to the left (north), and a storage room to the right (south). The corridor continues, bending around to the right (south). Expect resistance in here. The tiny storage room simply holds some Food and a .44 Magnum. The lower level dormitory holds two Enclave crates, Health, Cigarettes, and stairs to the north, heading to the upper floor, and another, almost identical dormitory with a window allowing you to see the northern gantry chamber. Any of the dorm beds can be slept on, and the upper dormitory has an exit to the south, leading to a corridor directly above the lower one.



**Scoped .44 Magnum**



**Carton of Cigarettes**



**First Aid Box**



**Ammunition Box (2)**

## NORTHEAST SEARCH: ARMORY (LOWER LEVEL)

From the initial corridor on the lower level, follow the passage around so you're heading south, to the eastern part of the level, and enter the armory. Expect fierce resistance from the Armory Master and his Sentry

Bot. There are two ceiling turrets as well as an exit in the southwest corner that leads into the Deathclaw Facility. Above, you can see the tables of the mess hall.



Of particular interest is a Repulsion Field. Turn it off, and then use **Lockpick** on the door. Inside is a massive cache of items and a door to the left (west) that leads into the "Robotic Defensive Control Center."

Or, you can access the mainframe computer and unlock the armory door from there.

Check the armory equipment below, and make sure you search the corpse of the Armory Master, because he has the Recon Armor Helmet and Precision Gatling Laser, both unique items.



**Recon Armor Helmet (#116)**



**Precision Gatling Laser (#117)**



**Armor Case**



**First Aid Box**



**Ammunition Box (13)**



**Minigun**



**Combat Shotgun**



**Gun Case with Alien Blaster and Ammo**



**Sniper Rifle**



**Gatling Laser**



**Super Sledge (2)**



**Heavy Incinerator**

## NORTHEAST SEARCH: MESS HALL AND KITCHEN (UPPER LEVEL)

Peering through windows can get you killed. Make sure it's the Enclave that are neutralized for their curiosity. These windows don't have glass in them.



Access this room from the upper balcony of the Deathclaw Facility, or the long upper corridor that bends to the south near the entrance to the upper dormitory. Either doorway leads into a mess hall with windows opening onto the mainframe room. Adjacent (north) of the hall is the kitchen, featuring a First Aid Box and Food, but little else.



**Food**



**First Aid Box**

## NORTH SEARCH: NORTHERN GANTRY CHAMBER (LOWER AND UPPER LEVEL)

From your northern entry point into the lower level, head west along the main east-west corridor this time. You reach a T-junction with a path to the right (north) with a sign reading "Launch Pad >>>>". Head into the two-level northern gantry chamber. Ahead is a door marked "Storage." This room hides five Missiles (look behind the yellow crates to your right). Climb the gantry steps, and you can see two windows either side of you; they both allow you to peer into dormitories. To the north is a Door to Adams Air Force Base. This is your exit when you wish to complete this quest, but there are ways to unlock the door and claim more equipment



first. On the opposite (south) side are two doorways leading into the main east-west upper corridor. Head left (east) to the upper dormitory and mess hall. Head right to the sub-dormitories.



**Missile (5)**

### NORTHWEST SEARCH: SUB-DORMITORIES (LOWER LEVEL)

Oh dear god, it's happening again. You're reliving the Pint-Sized Slasher nightmares of your youth again, but this time Gnomes are involved.



At the T-junction on the lower level, head west along the main east-west corridor to a number of accessible doors. The next one on your left (south) is an officer's bedroom with a bed, Chems, and two Cartons of Cigarettes. Next to that are restrooms. One stall has a portable TV, Carton of Cigarettes, and an Enclave Officer's Hat (and Beer). The other features a frightening Damaged Garden Gnome "holding" a Deathclaw Hand, with blood and body bits everywhere. And you thought your gnomish nightmare had ended...



**Carton of Cigarettes (3)**



**Enclave Officer's Hat**



**Deathclaw Hand**

Check the door to the north, and enter the northwest sub-dormitory: a seven-bed room with two shelves filled with junk, and easily missed steps up to the 10-bed, sub-dorm above. The east-west corridor bends to the south. At the first door on your left (east), there's another officer's bedroom with a bed, First Aid, Flamer Fuel, and Electron Charge Pack. Next door is a room with a footlocker and Whiskey. The corridor makes a zigzag, and opens into the Deathclaw Facility, near the southwest entrance to the storage area (lower level) and gantry steps up to the facility balconies.



**First Aid Box**



**Flamer Fuel (22)**



**Electronic Charge Pack (13)**

### NORTHWEST SEARCH: SUB-DORMITORIES AND MEDICAL BAY (UPPER LEVEL)

Follow the same route, but on the east-west corridor directly above, accessed via the mess hall, upper dormitories, or northern gantry chamber. Head west. The first door on your left (south) leads to the upper restroom. There are Gum Drops and something unspeakable in two of the toilets. Back in the main east-west corridor, the dormitory to the northwest holds 10 beds, and stairs down to the almost-identical sub-dormitory on the lower level. The rest of the corridor winds left (south), ending at a Door to the Deathclaw Facility upper balconies and stairs down to southwest storage. There are two entrances into the medical bay, and an Enclave Doctor. Slay her, and locate a small amount of Health and Chems. Take the Lab Coat, as it is unique!



**First Aid Box**



**Assorted Chems**



**Lab Coat**

### WEST AND CENTER SEARCH: MAINFRAME HIGH SECURITY CLEARANCE (LOWER AND UPPER LEVEL)

Access the final chamber via the armory (lower level), the covered corridor in the Deathclaw Facility, or the balcony to the west, near the medical bay. All doors are very difficult to open, unless you've slain one of the Security Officers, and secured the High Clearance Keycard. This allows you to access any door marked with a "High Security Clearance" sign. However, the High Security door near the medical bay is open, allowing you to battle a Security Officer.



Then you can use **Lockpick** on the door leading into the mainframe.



Or, you can use **Science** to access the terminal, and hack into the computer, releasing the same door.



Or, you can simply use the **Keycard** you found on the Security Officer's corpse.



**High Clearance Keycard**

Once inside the mainframe, move to the center of the upper level, where two separate computer banks are accessible. The first is the Security Terminal. It is instantly accessible, offering three options:

Unlock Interior Doors

» This opens every door on the lower and upper levels.

Unlock Door to the Exterior

» This unlocks the door to Adams Air Force Base in the northern gantry chamber.

Unlock Armory

» This allows you to access the door behind the Repulsion Field (after you've removed the field).



The second computer bank is Robot Control Mainframe. Once you hack in using **Science**, four options become available:

Run Robotics Diagnostic

» This tells you that robots are online and in defensive mode.

Perform Safety Shutdown

» This deactivates all the robots, meaning you'll only face human (or Deathclaw) Enclave forces.

Scramble Robot Targeting Parameters

» This causes the robots to target everyone, both Enclave and you.



Target Enclave (**Robotics Expert Perk**)

» This is by far the most impressive plan because it switches the robots' targeting parameters to tag you as "friendly," and the Enclave as "foes." This includes the turrets and eases your access to the roof platform immeasurably!

Finally, the upper floor of the mainframe chamber features a second, small circular chamber with a ladder exit up to Adams Air Force Base.





## OPTIMAL PATH: FROM NORTHERN ENTRANCE



## Note

Both optimal paths assume you're skilled enough to reach the mainframe using the Keycard and can open all doors.

Exit into the circular mesh floor of the east-west corridor, heading west, and cutting down a Security Officer. Grab his Keycard, and head north to the northern gantry chamber and ascend, or continue west, around and past the officers' bedrooms. You're heading for the upper platform and mainframe room with the terminal and Security Officer, on the west side of the upper floor.

## OPTIMAL PATH: FROM SOUTHERN ENTRANCE

Exit into the corridor with the Deathclaw sign ahead, and turn left, moving into the storage area. Follow this L-shaped room around to the corridor heading north, up the stairs to the medical bay door, and the upper platform and mainframe room with the terminal and Security Officer, on the west side of the upper floor.

## OPTIMAL PATH: MERGED

Use the Keycard to open the door to the mainframe, sprint to the mainframe and open all the doors, then optionally deactivate or cause confusion among the robots. Then finish by heading to the armory to gather your goodies, the upper station for the unique Flamer, and follow the signs to the launch platform, taking either exit.

CRAWLER ASCENT 4:  
PANDEMONIUM AT THE  
LAUNCH PLATFORM

Kill them, my robots! This open-air massacre gets a whole lot easier if you've made some new metal friends.



You emerge onto the launch platform of the Crawler either via the ladder from the mainframe, or the door in the northern gantry chamber. The former is a much better plan, as you appear inside a metal hut facing north, with Ammo Boxes and an Armor Case to rifle through. The latter exits you on a mesh platform on the side of the Crawler, and you must move up the ramp, facing gunfire from Enclave foes to your right (south) until you reach the launch platform area just below the metal hut, where the two routes merge once you navigate over the large pipe and stepped area. This zone has numerous Soldiers and Troopers to deal with, and Vertibirds dropping additional enemies too. Also check the main area by the foot of the metal hut exit for three more crates.



Armor Case



Ammunition Box (8)



## Tip

If you've turned all robotic enemies hostile using the Robotics Expert perk, all the exterior turrets (and Sentry Bots) target the Enclave, making it much easier for you. Watch the Enclave battle them before stepping in to finish them off (for the XP).



You can stand and fight, or sprint and flee; the entire Crawler is going to be destroyed in moments, anyway.

The satellite dish control tower is to the south, so turn left (west), and follow the pipe across the launch platform to a Vertibird landing pad in the northwest corner. Or, move on the southern side of the pipe, moving below the platform. Either way,

turn left (south), and move toward the giant dish (there's a Grenade Box on the lower main platform). You're strafed by Vertibirds and more are landing on a platform to the southeast. Step into the center of the giant launch platform, and look for the well-defended metal hut with Enclave Soldiers and Officers. Use the pipes as cover, and lob in some Grenades. Be aware of Soldiers on the roof of the hut, and some armed with Missile Launchers. You can reach the roof by the exterior steps on the right (west) side. This area looks more complicated than it is due to the maze of piping; there's actually only a Vertibird pad to the southeast, up some steps, where you'll fend off five more Enclave Soldiers. The hut itself must be entered via the doorway on the eastern side. Inside is a Gun Case and footlocker, plus the Door to Satellite Control Tower. Head there whenever, whether you've cleared the area or not.

Grenade Box  
Ammunition

Prepare for final ascension! Move forward (east) into a metal corridor, notice they've acquired a barrel of Aqua Pura. Pass the Cartons of Cigarettes on the sill and shelves with the First Aid, Mines, and other ammunition, and move to the base of the external stairwell, close to a second set of shelves with a First Aid Box on it. The satellite tower has three floors; the one you're on, accessed from the outside, a second, and a third on top where the Satellite Uplink Terminal accesses the low-orbit Orbital Strike cannons. From here, you have two routes.

Carton of  
Cigarettes (3)

First Aid Box (2)



Pulse Grenade



Frag Mine (4)



Ammunition Box

Microfusion  
Cell (29)

Missile (2)



Buffout (2)

## PATH #1: UP AND AROUND THE PERIMETER



## Note

This path features more robots (which means less fighting if you've shut them down or they are fighting for you), and more items on shelving to take. Use this path if you need more equipment or you're being stealthy.













On the ground floor, use **Lockpick** to unlock the door in the east wall. Move into the tight corridor that turns right (south) immediately, and go up the stairs. You reach a dimly lit corridor landing with stairs to the southwest, and a corridor to the north. In the middle are some shelves with more items to rummage through (listed below).

Move up the southwest stairs to reach a third level landing, with a door on your left (south) and right (north). The left door allows access onto a Vertibird landing pad, and this is the door to use after launching the Orbital Strike. The right door leads into the third level control room with the Satellite Uplink Terminal. You can use the right door, or quickly inspect the L-shaped landing for Ammo and Health, and move to another door that leads to the same chamber.

Back at the second level, instead of taking the southwest stairs, move along the north corridor instead, which bends to the left (west), and you'll pass another two shelves with junk, Ammo, and Health. Just before the corridor bends in a 180-degree turn, there's a hatch door to your left (south). This door leads to the gantry steps on level two, and isn't necessary to access unless you're panicking.

Move around the 180-degree corridor turn and eastward, up the stairs. This allows access to the northern end of the third level control room, via a hatch door in the left (south) wall.

	<b>Ammunition Box (10)</b>		<b>Various Chems</b>
	<b>Carton of Cigarettes (3)</b>		<b>First Aid Box (4)</b>
	<b>Pulse Mine (2)</b>		<b>Frag Grenade (2)</b>
	<b>Plasma Grenade</b>		<b>Purified Water</b>
	<b>Flamer Fuel (46)</b>		<b>Lead Pipe (2)</b>

### PATH #2: UP THE STEPS



#### Note

This path features more Enclave human forces (meaning more fighting), and a more direct path up to the third level at the expense of cover opportunities. Take this if you can't pick locks.



Savor these final moments, slaying those still loyal to that glorified RobCo Vending Machine who tried to poison your mind and the water supply.

From the base of the gantry steps in the middle of floor one, battle to the second-floor balcony, facing numerous Enclave troops. This second floor is a balcony running almost the entire inside perimeter of the chamber, but a door in the northwest corner leads to the winding exterior corridor (path #1) close to the 180-degree turn and stairs. Back at the second level balcony, the covered southern area (leading to the railing dead end) has Ammo to grab. When you're ready to assault the third level control room, run up the gantry steps.

	<b>Ammunition Box</b>		<b>.308 Caliber Round (6)</b>
	<b>Railway Spikes (18)</b>		

## CRAWLER ASCENT 5: DECISIONS, DECISIONS

Now you're inside the satellite control room, and you've (hopefully) nullified your foes, you can inspect the chamber for terminals and items (listed below). Three terminals pique your interest:

Communications Terminal (northeast corner), with four menu options to inspect:

Transfer Request

» The quality of the recruitment help is surely lacking.

Satellite Tracking Equipment

» A missive complaining about tracking equipment being offline.

Mentats Abuse

» The dimwit the Comms Officer was complaining about turned out to be a Mentats addict.

Robots Gone Haywire

» The last post from this ancient work log details a robot uprising. How odd....

Security Terminal (northwest corner), with one menu option: Unlock Station Doors. This makes every locked door inside this control tower accessible, which is handy if you're overcome by panic, or need a rapid escape plan.

Satellite Uplink Terminal (two terminals, both inside the same green metal casing, on the south side of the room). Before you access either terminal, plot an escape path. Turn southward, and open the door (which should have been unlocked at the Security Terminal or manually unlocked), then step into the outer landing straight to the Door to Adams Air Force Base. Don't open this door yet; just perfect this route for later. Now return and access the Satellite Uplink Terminal. There are four main menu options:

Check Satellite Status

» This checks the Bradley-Hercules satellite, which is having some propulsion issues. This doesn't effect the strike, though.

Check Payload

» A glance reveals Warhead Salvos five through eight are armed.

Load Payload

» A fault is detected (the payload is already armed).

Fire Payload

» This offers five preset targets that the Enclave was getting ready to bombard:

» Preset Target 01: Citadel: This is a viable target.

» Preset Target 02: Project Purity: Inaccessible as the satellite isn't in the proper orbit path.

» Preset Target 03: Megaton: Inaccessible as the satellite isn't in the proper orbit path.

» Preset Target 04: Rivet City Crawler: Inaccessible as the satellite isn't in the proper orbit path.

» Preset Target 05: Adams AFB Platform: This is a viable target.



#### Caution

Whoa there! Before you go dropping thermonuclear payloads on your intended target, make sure you know the ramifications of your actions. Afterward, you cannot return to this Crawler, so collect any remaining equipment (including those unique weapons!) before it's lost forever.



**Note**

Your paths now take a very disparate fork depending on the target you choose:

**TARGET ACQUIRED ADAMS AFB:  
THE LYON'S ROAR****NEW OBJECTIVE**

"Escape from the Enclave Mobile Platform" begins.



Choose Preset Target 05, and confirm. You're forced to flee the control room, ideally by sidestepping to the south door and immediately out to the Door to Adams Air Force Base. Although your karma reward for doing what is expected is substantial, it's not as hefty as the karma cost for destroying the Citadel.

**NEW OBJECTIVE**

"Board the Captured Vertibird" begins.

**Note**

If Sentinel Lyons has already died, no one will greet you; just board the Vertibird.

An explosion rocks the platform, as Paladin Tristan's attacks become increasingly determined. Wait where you are, looking southeast as a Vertibird sprayed with the Lyons Pride insignia descends onto your platform. Sentinel Lyons has returned, and she's looking radiant! Let her know you care, and she tells you to get into the Vertibird immediately. Oblige her with glee; that Orbital Strike should be coming down at any moment! Move to the Vertibird and activate it.



Landing at minimum safe distance, watch as the Enclave's tactical strike capability is nullified. Hear the Pride roar!

You're riding inside the Vertibird as the pilot attempts to find a nearby safe point to land. Exit onto the roof of the control tower, and look to the southeast. Amid the cheering and fist-pumping, you witness an awe-inspiring series of explosions, as missiles rain down

on the Enclave Crawler. After some additional whooping, hollering, and a little coughing, board the Vertibird again. Next stop, the Citadel!

Elder Lyons moves to greet you as you land in the Citadel's courtyard, and on behalf of the free people of the Wasteland, he thanks you. Your quest completes, and you can speak with Scribe Rothchild, and also access any of the Miscellaneous Quests that you may already have started. Tune into Galaxy News Radio, and you might even hear Three Dog mention your antics, especially now that the Enclave needs your pity, because they're homeless....

**XP****1,500 XP****TARGET ACQUIRED CITADEL:  
BROKEN STEEL AND  
PULVERIZED CONCRETE****NEW OBJECTIVE**

"Escape from the Enclave Mobile Platform" begins.



Choose Preset Target 01, and confirm. You're forced to flee the control room, ideally by sidestepping to the south door and immediately out to the Door to Adams Air Force Base.

**NEW OBJECTIVE**

"Board the Captured Vertibird" begins.

**Note**

If Sentinel Lyons has already died, no one will greet you; just board the Vertibird.

An explosion rocks the platform, as Paladin Tristan's attacks become actually worthwhile. Wait where you appear, until those Brotherhood of Steel idiots rescue you. Oh good, it's that busybody Sentinel Lyons. Let her know just how much you care and then board the Vertibird. That Orbital Strike should be coming down at any moment. Then they'll all pay!

The pilot attempts to radio the Citadel. Apparently, he's having trouble connecting to them for some reason.... Those meddlers didn't know what hit them. Now, which weapon do I kill Sentinel Lyons with...? A Tesla Cannon blast? No wait, it's in your inventory somewhere...how about Smuggler's End? There's a certain irony about executing a daughter with her father's weapon! And the threat to the stabilization of the Wasteland continues: Next stop, the smoking husk of the Citadel!

The senior members of Lyon's Pride are buried under tons of rubble. Now to irradiate the rest of the yelping brood.



Elder Lyons is nowhere to be found as the pilot lands outside the Citadel by the river. A whining initiate finally puts two-and-two together and realizes your slight trajectory "miscalculation" wasn't accidental, and you're set upon by the remnants of Lyon's Pride. Wipe them out! As you're a traitorous cur, from this point on, any other Brotherhood of Steel forces you encounter will be hostile, including those at the Jefferson Memorial Purifier (LAT 13 / LONG -17). Also, any Miscellaneous Quests involving Brotherhood of Steel personnel are inaccessible. But that's the price you pay for infamy.

**XP****1,500 XP****POST-QUEST ACTIVITIES****Note**

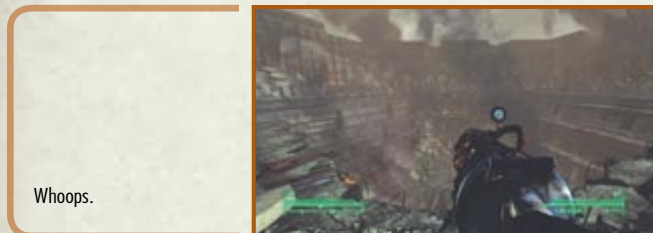
There are a number of weapons to inspect, and Miscellaneous Quests connected with Broken Steel to finish. The quests are detailed beginning on page 568 of this guide.

### HIDDEN ARMORY IN THE CITADEL HUSK



#### Note

This is only accessible if you decided to fire the Orbital Strike on the Citadel, and not the Adams AFB Crawler.



Whoops.

Head through the Citadel's entrance and into the courtyard, which is now a colossal crater of burning debris and twisted girders. Step around the edge until you can drop down to a lower level without crippling yourself. Then scramble across the rubble heading northwest, to a door you weren't able to reach when this place was intact. Open the Door to Citadel Armory.

Once inside, head west up the stairs, into an office, and look southward. Pass the shelf with the Lunch Box and Caps, and move around to the cubicle near the southeast corner; the one with the intact terminal and Teddy Bear. There's an inaccessible wall safe.



Hack into Callahan's Terminal using **Science**. Inside, you can view a 200-year-old series of incident reports by U.S. Military Police Officer Harold Callahan. Several menu options are available but only one is pertinent to your current dilemma:

Unlock Safe

- » The wall safe this unlocks contains some ammunition, as well as Callahan's Magnum, a unique and powerful weapon.



#### Callahan's Magnum and Ammo



You've hit the Citadel and become a figure of hatred, so you might as well enjoy your spoils of war.

Move through the hole in the north wall, and into the armory cage itself, stepping over a dead Initiate. The armory itself is brimming with masses of hardware. Grab anything from the following list, and optionally check the Armory 089A Terminal near the gun cabinets, where the Brotherhood of Steel logged equipment. There are five options that log different additions and removals of hardware to the armory's stores.

You can ransack the armory, staggering away with a massive amount of loot.



There's Health, Nuka Grenades, and a Sniper Rifle in a smaller, locked cage. Use **Lockpick** to open it.

When you're ready to depart, ascend the fallen ceiling "ramp," move to the doorway in the northeast corner and climb the stairs, then look for the Door to the Citadel Courtyard.



**Alien Power Cell (72)**



**Flamer Fuel (60)**



**10mm Round (36)**



**Plasma Grenade (4)**



**.308 Caliber Round (72)**



**Missile (9)**



**Energy Cell (100)**



**Tesla Cannon (2)**



**Sniper Rifle**



**First Aid Box (3)**



**Microfusion Cell (100)**



**Laser Rifle (3)**



**5.56mm Round (96)**



**Mini-Nukes (#73, #74, #75)**



**5mm Round (200)**



**Laser Pistol (2)**



**Ammunition Box (6)**



**Electron Charge Pack (32)**



**Nuka Grenade (3)**

### ANGER AND REVENGE

You may find these notes helpful when deciding how best to end this quest:

The Enclave continues to be a problem, but their camps are mainly confined to the Capital Wasteland.

You can return to the Adams Air Force Base (the entrance from the Capitol Building East is the quickest way) and find additional Tesla Cannons, but the Crawler is inaccessible, whether you destroyed it or not. Don't leave any valuable items on board with the intention of returning later!

If Star Paladin Cross is a Follower, and you destroyed the Citadel, she lives up to her name and becomes hostile as soon as you land at the tidal basin next to the Citadel's smoking remains.

### A COUPLE OF QUICK QUESTS

If you found the Holotape marked: Sorry, My Darling, in the Presidential Metro area, you can conclude the Freeform Quest: The Sorrowful Suitor.

You can also approach Scribe Rothchild (in the Citadel Laboratory, or near the Vertibird that landed at the end of Who Dares Wins, and begin Freeform Quest: Getting Ready for Prime Time.

Finally, you can search the Citadel (usually the A-Ring) and speak with Paladin Tristan, and begin Freeform Quest: Blood Brotherhood.

### QUEST REWARDS



#### Tip

These are the most important pieces of equipment to salvage during the entirety of Broken Steel (there are other items, but these can be found during Miscellaneous Quests and other expeditions):



**Composite Recon Helmet (Unique)****DR 4, WG 3, VAL 40, PER +1**

This is acquired from the Armory Master inside the Mobile Crawler.

**Enclave Hellfire Armor****DR 34, WG 40, VAL 1,000, Fire Resis. +30, STR +1, Rad. Res. +15****Enclave Hellfire Helmet****DR 7, WG 4, VAL 120, Fire Resis. +5, CHR -1, Rad. Res. +5**

Loot from the corpse of any Hellfire Trooper, first seen once Broken Steel is accessible. The first Hellfire Trooper you slay is likely to be in the Old Olney S. Wilson Building.

**Police Hat****DR 1, WG 1, VAL 8**

This is found in both the Presidential Metro area and in certain locations in Point Lookout.

**Lab Coat (Unique)****DR 5, WG 1, VAL 150, Science +5**

Remove this from the corpse of the Enclave Doctor near the medical bay, inside the Mobile Crawler.

**Callahan's Magnum (Unique)****DAM 65, WG 4, VAL 750, .44**

Accessed via Callahan's wall safe in the armory below the ruins of the destroyed Citadel.

**Heavy Incinerator****DAM 112, WG 15, VAL 500, Flamer Fuel**

Found on all Hellfire Troopers, this is a deadly projectile flame thrower.

**Precision Gatling Laser (Unique)****DAM 128, WG 18, VAL 3,000, Electron Charge Pack**

This is acquired from the Armory Master inside the Mobile Crawler.

**Rapid-Torch Flamer (Unique)****DAM 107, WG 15, VAL 500, Flamer Fuel**

Located in the Adams Storage Facility, southeast of the Mobile Crawler.

**Slo-Burn Flamer (Unique)****DAM 120, WG 15, VAL 500, Flamer Fuel**

Found on the station with the Repulsion Field, on the Deathclaw Facility's upper level.

**Tesla Cannon****DAM 40+80, WG 8, VAL 1,800, Electron Charge Pack**

Parachuted down to you at the beginning of Who Dares Wins. There are additional Cannons in the lab or armory of the Citadel, and an additional eight scattered around the Adams Air Force Base if you search it again, once Broken Steel is complete.

Do you feel lucky punk? You should; this hand-cannon is even more powerful than Agatha's Blackhawk!



# Miscellaneous Quests Preamble: Locating Scribe Bigsley

## ATTACKS AT THE AQUA PURA BOTTLING OPERATION

One of the major changes to the exterior of the Jefferson Memorial is the flow of clean Aqua Pura, which is bottled and poured into barrels for transport across the Capital Wasteland. As you arrive at the open-air bottling facility, it may be attacked by thirsty Enclave Soldiers. Help or watch, and then listen to some discussions between the Brotherhood of Steel (who are running this place) and the Rivet City Security. There's a crate you can grab Aqua Pura from too; there's no real point to stealing any from the locked crates. You can also swim in the tidal basin where the pure water flows out, it's radiation content is so low that your detector doesn't pick up any trace! However, it is still home to Mirelurks, so watch your step. Take the Door to Jefferson Museum and Gift Shop when you're ready to meet Bigsley.



Aqua Pura



### Note

Find other locations with Aqua Pura in the Mini-Tour chapter related to Broken Steel.

A lot has changed in two weeks. Move to the junction ahead (east) of you. Stock up on some Ammunition and Health. Head right (south) into the gift shop foyer. Optionally continue through the double doors, and check the area where you fought Super Mutants back during the Main Quest. There's another First Aid Box here, but access to the Memorial Sub-Basement and Taft Tunnel are sealed. The only accessible doors lead into the Rotunda, where a group of Project Purity scientists work. When you've seen the Jefferson statue up close without a blinding light, return to the gift shop, and step past the initiate scribes waiting to deliver news to Bigsley, and gain an audience with the man himself.



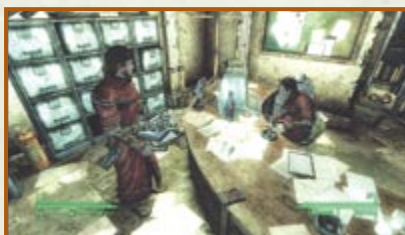
First Aid Box (2)



Ammunition Box (3)

## BOTHERING BIGSLEY

Is Bigsley an overworked and under-appreciated genius, or simply a troublemaker who didn't play well with others?



Bigsley is either slumped over his desk, or talking curtly to a subordinate. Depending on when you arrive, a different conversation occurs. At this point, you can:

Listen to any of the conversations, which offer a riveting glimpse into Bigsley's personal hell. Stick around and listen as various conversations

play out each time a scribe comes to give a report.

Listen to the conversation with the scribe who has returned from the Citadel. Bigsley is a little hazy on where certain deliveries ended up; this is a clue to solving **Miscellaneous Quest: The Amazing Aqua Cura!**

You can speak to Bigsley about his past. He's worked at all three Brotherhood of Steel orders, but clashed with the leaders of each. This may explain his current "purgatory."

You can kill everyone, and you'll have to if the Citadel has been destroyed.

However, to begin any of the three Miscellaneous Quests, you can ask Bigsley specifically if he wants you to help him. Then you can:

Offer assistance to Rivet City Security: This begins "Protecting the Water Way." Your objective updates.

Offer to find out the problems of Megaton's appetite for Aqua Pura. This begins "Holy Water." Your objective updates.

Ask "seems like a lot of trouble giving it all away. Why don't you just sell the water?" When Bigsley answers evasively, you can:



Use **Speech** to ask whether he has something set up on the side. Succeed, and this begins "The Amazing Aqua Cura!" Your objective updates.



Tell him you know he's up to something, and that you won't tell your superiors. This leads back to the Speech challenge. If you have low karma he will tell you about selling water to Griffon.

Go back to the first two options at Rivet City or Megaton.



If you've become increasingly violent, and want to steal a look at Bigsley's terminal, it is straightforward to hack in using **Science**.



The computer has five options. There are several hints and references within the entries. You can read them all but the ones of most interest are:

### Mission Brief

» Information about water supplies sent to various locales. Some supply caravans are missing, others have been attacked, and a few have been successful.

### Mission Reports

» Megaton: Mission successful; the water was dropped off to a local named "Mother Curie" and she was told to distribute it.

### Logs

» Dr. Li: She left for the Commonwealth. She isn't Bigsley's favorite person.

### More:

» MIA: Bigsley can't understand why so many caravans aren't returning.

» Griffon: Some Ghouls from the Underworld offered to pay Bigsley for shipments. He agreed! Your objective updates.





- » Lepelletier: She wants additional resources that Bigsley doesn't have yet.
- » Megaton: Where did all the water go that he sent?!
- » Missing Shipments: Bigsley suspects Lyons knows about the additional shipments he's sending to Griffon.

Once you're done at the terminal, begin any of the three Miscellaneous Quests. To prevent backtracking, start all three the first time you meet Scribe Bigsley, if you wish.

**NEW OBJECTIVE**

"Consult with Officer Lepelletier at Rivet City" begins. †

**NEW OBJECTIVE**

"Investigate the area around Megaton to learn about the water situation" begins. ‡

**NEW OBJECTIVE**

"Discover what Griffon at Underworld is doing with Aqua Pura" begins. †‡

† This begins Miscellaneous Quest: Protecting the Water Way.

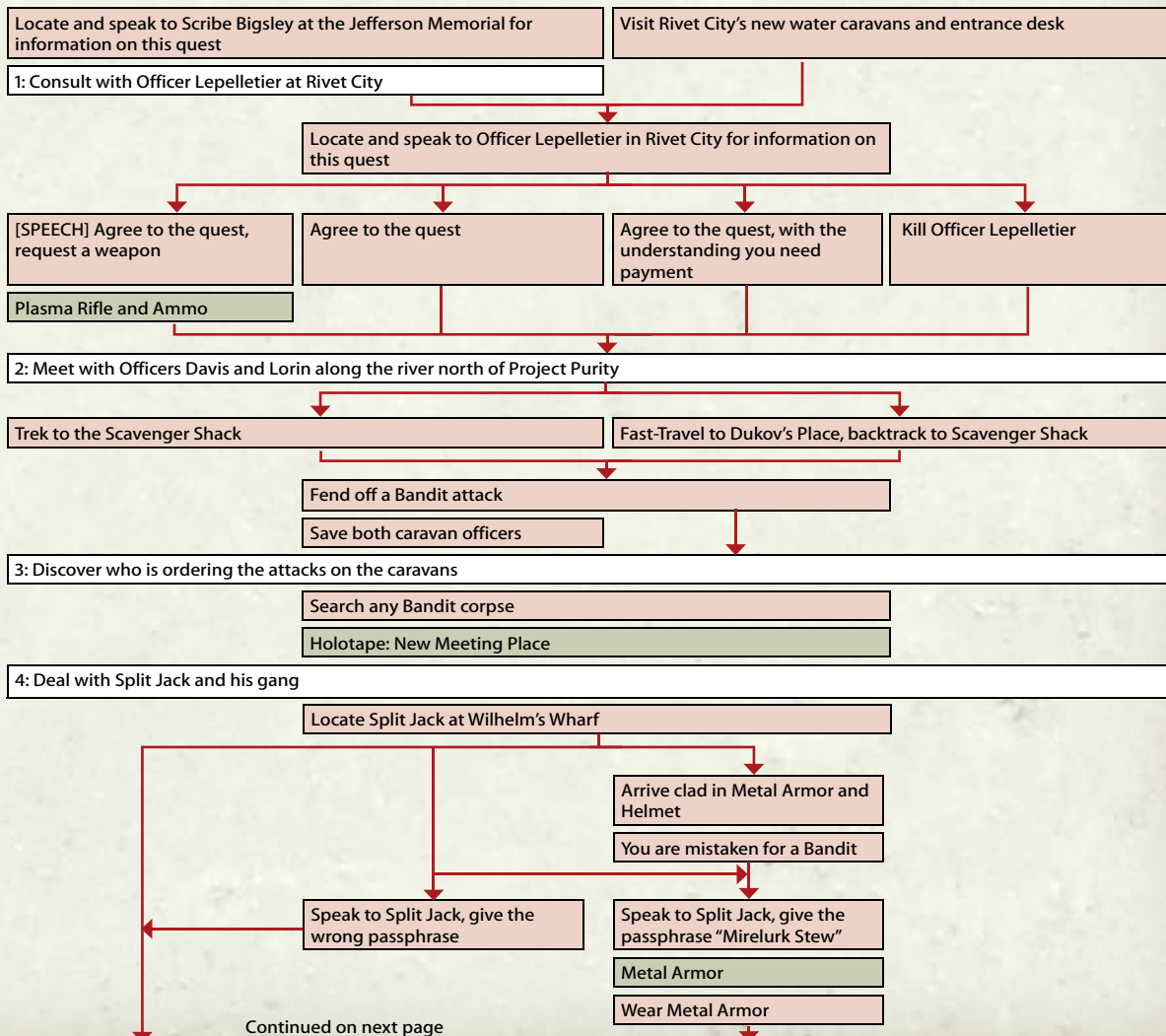
‡ This begins Miscellaneous Quest: Holy Water.

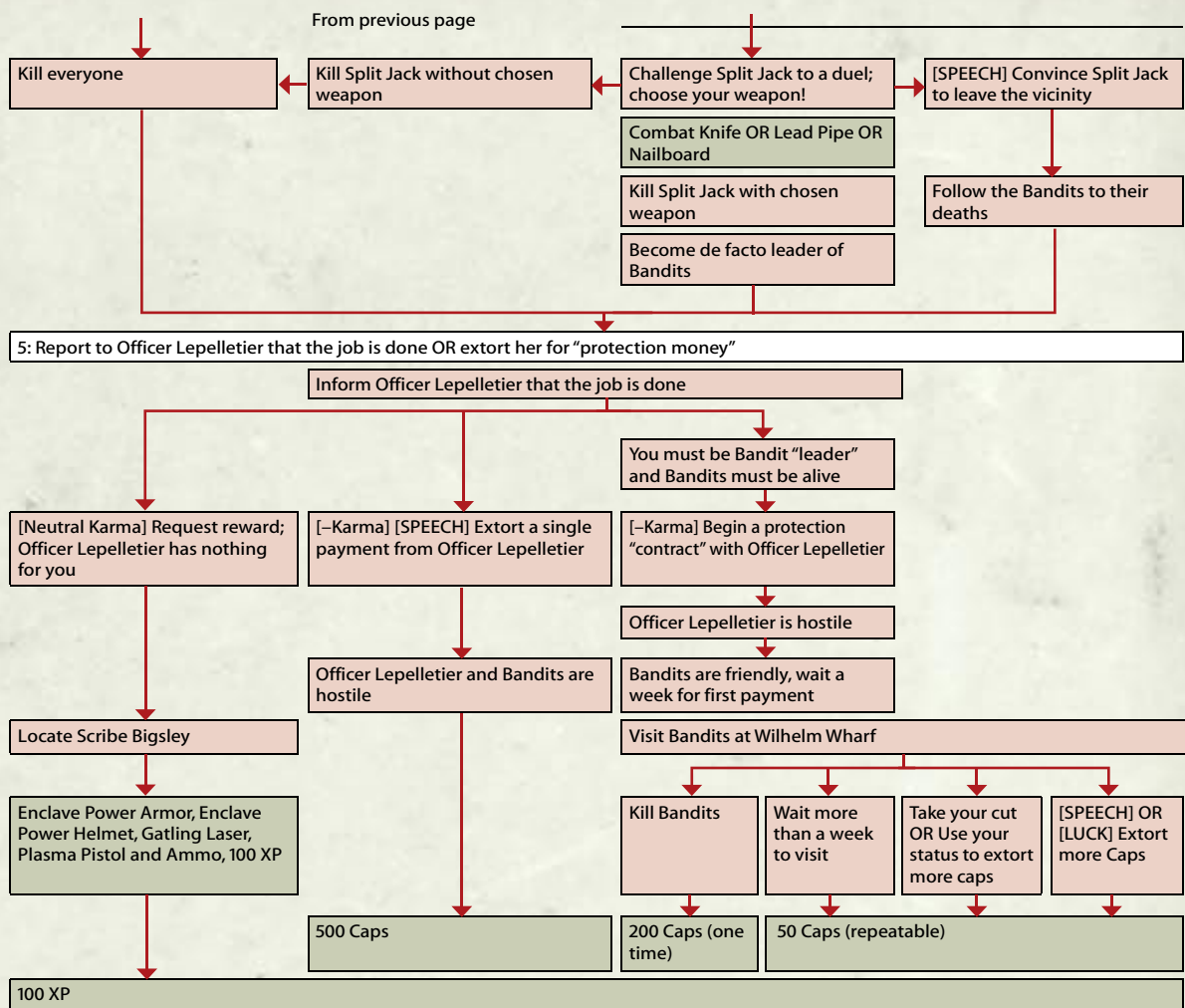
†‡ This begins Miscellaneous Quest: The Amazing Aqua Cura!

# Miscellaneous Quest: Protecting the Water Way

**QUEST FLOWCHART****MAIN PATH**

Main Characters	Scribe Bigsley, Officer Lepelletier, Officer Davis, Officer Lorin, Split Jack, Grandma Sparkles
Locations	Jefferson Memorial, Rivet City, Scavenger Shack, Wilhelm's Wharf
Adv. Items/Abilities	Speech, -Karma, Luck
Possible Enemies	Bandits





Color code: Objective Action Rewards



### Note

This quest is started in one of two ways: Either speak to Scribe Bigsley at the Jefferson Memorial Gift Shop (explained previously) who reveals that Rivet City needs some assistance with their water caravans, or simply head to Rivet City itself.

## SLAUGHTER AT THE SCAVENGER SHACK

### NEW OBJECTIVE

"Consult with Officer Lepelletier at Rivet City" begins.

Head across to the security bridge entrance to Rivet City. Head up the ramp guarded by the Rivet City Security guard, and turn right (southeast). The Rivet City Security detail has placed a desk on this rusting platform, and Officer Lepelletier is available to speak to. She tells you that a water caravan heading to Canterbury Commons has just departed from the Jefferson Memorial. You're asked to help the escort out. When the caravan is attacked, you must find out who was responsible, track them down, and kill them. You can then:

Mention Bigsley if you've already met him.



Agree to the quest, but use **Speech** to request the Plasma Rifle she has; it could be useful in your mission!

Agree to the quest.

Agree to the quest, but make sure she knows you want payment upon completion. You won't get anything if you ask for Caps upfront.

Kill her, failing the quest.

Lepelletier then tells you the caravan's course: up the river from Project Purity.



### Plasma Rifle and Ammo

### NEW OBJECTIVE

"Meet with Officers Davis and Lorin along the river north of Project Purity" begins.



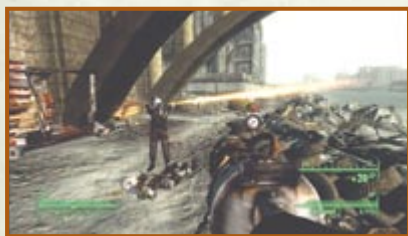
### Caution

Whoa! Just because the caravan is heading to Canterbury Commons (LAT 18/LONG 11) doesn't mean they're anywhere near that destination! Consult your World Map, because the caravan has only just begun its trek. Don't Fast Travel to Canterbury Commons unless you want some aimless wandering time!



**Tip**

Still can't find the caravan due to some mental blockage? Then don't confuse them with the other water caravans journeying across the Wasteland. You may stumble on one during your travels, but they always point you in the direction of the Scavenger Shack if you ask them (and this quest is active). No matter how long you take, the caravan is always attacked under the bridge.



Head for the Scavenger Shack under the bridge and save some hopelessly out-matched officers from Bandit aggression.

Check your Pip-Boy's World Map. The caravan has appeared as an arrow, just south of the Lincoln Memorial. You have two options to reach the caravan:

The first is to trek to their location immediately, heading northwest toward the Jefferson Memorial, then moving north past Boats and Bait, and staying on the river's edge as you progress northward toward the Scavenger Shack underneath the bridge.

The second is to locate a nearby Primary Location to Fast Travel to. Fast Travel to Dukov's Place [LAT 11/LONG -08], ensuring you don't accidentally attract the attention of the Enclave Camp near the entrance to the Tepid Sewer. Then journey southward, passing the Festive Raider Camp [LAT 12/LONG -10], ideally without having to delay your progress by attacking them.

When you reach the caravan, it is under heavy attack from Bandits. Don't confuse the factions in the heat of battle; the guys wearing the Rivet City Security uniforms are friendly, and the dudes wearing bike helmets must be cut down. Try to lessen the collateral damage; the Scavenger himself helps out and fires on the Bandits.

**Tip**

If you immediately head to the Scavenger Shack under the bridge, there's a better chance of saving both Davis and Lorin, as well as the Scavenger. Employ your V.A.T.S. so you can quickly aim at Bandits who are attacking a particular innocent you wish to save. Minimize area-effect weapons for obvious and violent reasons. Note that the caravan driver always dies in the Bandit attack.

**Tip**

You can leave a Follower at the Scavenger's Shack before you speak with Officer Lepelletier. This allows you to reach the Shack at your leisure, and your Follower should have saved both officers and the Scavenger, only leaving you corpses on which to find clues.

**NEW OBJECTIVE**

"Discover who is ordering the attacks on the caravans" begins.

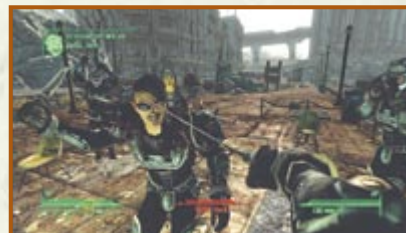
While the officer returns to inform Lepelletier about the latest attack (if either are still alive), inspect any of the Bandits you killed. Aside from a variety of Metal Armor assets, there's a note on each corpse, marked "New Meeting Place." Listen to it, and you'll hear a bandit leader named Split Jack telling his band of merry men to head for Wilhelm's Wharf. He'll know who's part of his crew, because gang members have a passphrase to say: "Mirelurk Stew."

**Holotape: New Meeting Place****NEW OBJECTIVE**

"Deal with Split Jack and his gang" begins.

**KNIVES. PIPES. BOARDS. NO GUNS.**

Guns for show, and knives for a pro. Split Jack challenges you to a duel, using only the weapons he's highly skilled in, of course.

**Caution**

Remember that good old Grandma Sparkles lives at Wilhelm's Wharf. Although she's difficult to confuse with a Bandit, her selling ability is severely impeded if she becomes a casualty of your Bandit power struggles.

**Caution**

Stop! Your Followers are loyal to a fault. If you head in and the situation gets messy, or you agree to a duel with Split Jack, the Follower helps out, causing the Bandits to attack, too. This is bad if you're planning to extort them for fun and profit! Prevent possible Follower foul-ups by leaving them well away from Wilhelm's Wharf before you reach this location.

Trudge to the other (western) side of the river, or Fast Travel northwest up to Wilhelm's Wharf, where Split Jack and his Bandit gang are chatting with Grandma Sparkles. You can:

Arrive in full Metal Armor and Metal Helmet get-up. You're promptly welcomed into the fold, but still need to recite the passphrase.

Speak with Split Jack, pretend you're a hired gun, and provide the correct passphrase: "Mirelurk Stew." You're given Metal Armor, and once you've donned it, you're welcomed into the fold.

Or, you can speak with Split Jack, and end the conversation aggressively, or say the wrong passphrase. This begins combat with Split Jack and the Bandits.

Or, you can kill everybody, Grandma Sparkles excluded, if you wish.

Assuming matters haven't taken a turn for the violent (yet), and you've been welcomed in, speak with Split Jack again. You can:



Use **Speech** to convince Split Jack to leave the vicinity, and never come back. He grudgingly agrees, and his crew stomps off, slaying Grandma Sparkle in the process. They don't attack you, so if you aren't a fan of granny, leave them to wander. You can also follow the Bandits on their wanderings. They eventually encounter some enemies that they can't handle, and die.

You can tell Split Jack it's time for a regime change, and a duel commences. You have a choice of three weapons to use in the duel; a Combat Knife, Lead Pipe, or Nailboard. You're given the implement, and the duel begins!

- » Complete the duel by killing Split Jack with the weapon you were given. You are now the new Bandit Leader, although you're immediately told the gang doesn't need you as a leader, but they are willing to offer you a split if "that bitch at Rivet City" buys into their "protection services."
- » Ignore the rules, and attack with any other weapon. You must then defeat the **entire** gang.



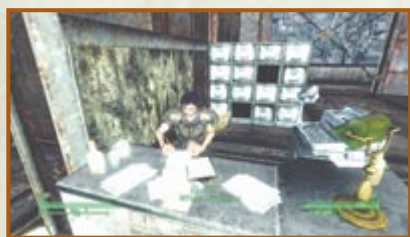
### Caution

You must use the implement you are actually given during the duel. If you use a Unique Combat Knife, Lead Pipe, or Nailboard, or a normal version of this weapon that isn't the object you were given, the Bandits turn hostile.

#### NEW OBJECTIVE

"Report to Officer Lepelletier that the job is done OR extort her for "Protection" money" begins.

## MAKING OUT LIKE A BANDIT



Your standing with the Rivet City Security plummets if you try a quick money-grab. But those Caps help offset the animosity.

Return to Officer Lepelletier at the desk on the rusting platform at Rivet City, and claim your reward. You have three possible ways to end this quest:

### REWARD: A LITTLE EQUIPMENT

You can tell her Split Jack is dead (whether you killed just him, or the entire Bandit brigade), and ask about the reward. She has nothing for you, and suggests that you scavenge something from Scribe Bigsley. Return to the Jefferson Memorial Gift Shop, and Bigsley hands over some captured Enclave equipment (listed below):



**Enclave Power Armor**



**Enclave Power Helmet**



**Gatling Laser**



**Plasma Pistol and Ammo**



**100 XP**

### REWARD: A LITTLE EXTORTION



You can use **Speech** to extort 500 Caps from Lepelletier and the Bandit attacks won't continue. Lepelletier is in shock, and threatens you, in no uncertain terms, that she'll kill you the next time she sees you. She hands over your blood money. This has the following consequences:

- » When you return to Wilhelm's Wharf, the Bandits (expecting a "contract") are less than impressed, and attack you. Kill them all.
- » If you ever return to Officer Lepelletier, she attacks you on sight, and must be defeated or fled from.



**500 Caps**



**100 XP**

### REWARD: A LOT OF EXTORTION



You can begin a protection "contract," extorting 200 Caps a week. Lepelletier is angry but agrees to your terms. However, she threatens to kill you if she sees you again. The Caps will be transferred to the Bandit camp at Wilhelm's Wharf once a week. This has the following consequences:

If you return to Rivet City and meet Officer Lepelletier, she attacks you on sight, and must be defeated or fled from.

When you return to Wilhelm's Wharf, you receive your cut of 200 Caps. You must wait a week (that's a lot of sleeping or standing around!) for the first payment. You have more options, you can:

- » Take your cut of 50 Caps.



Use your silver tongue (**Speech**) to extort more Caps



Use your fearsome status to extort more Caps.



Randomly, you may find this **Luck** option, allowing you to extort more Caps. The higher your Luck score, the more often you see this option. Whether you get this option or not is determined before you talk to them, so saving and reloading the game won't help.

- » Wait too long to get your cut, and the Bandits tell you they thought you were dead, and refuse to give you any Caps, unless you use extortion. The longer you wait, the more Caps you acquire.

You can kill all the Bandits at any time for a single Caps "withdrawal." They will be accruing their cuts of the payment as well. So if you are going to kill them, wait a few weeks to fatten their purses first. If you don't want to kill them, you can also try picking their pockets. At most they will carry about 500 caps.



**200 Caps (lump sum) OR 50+ Caps per week**



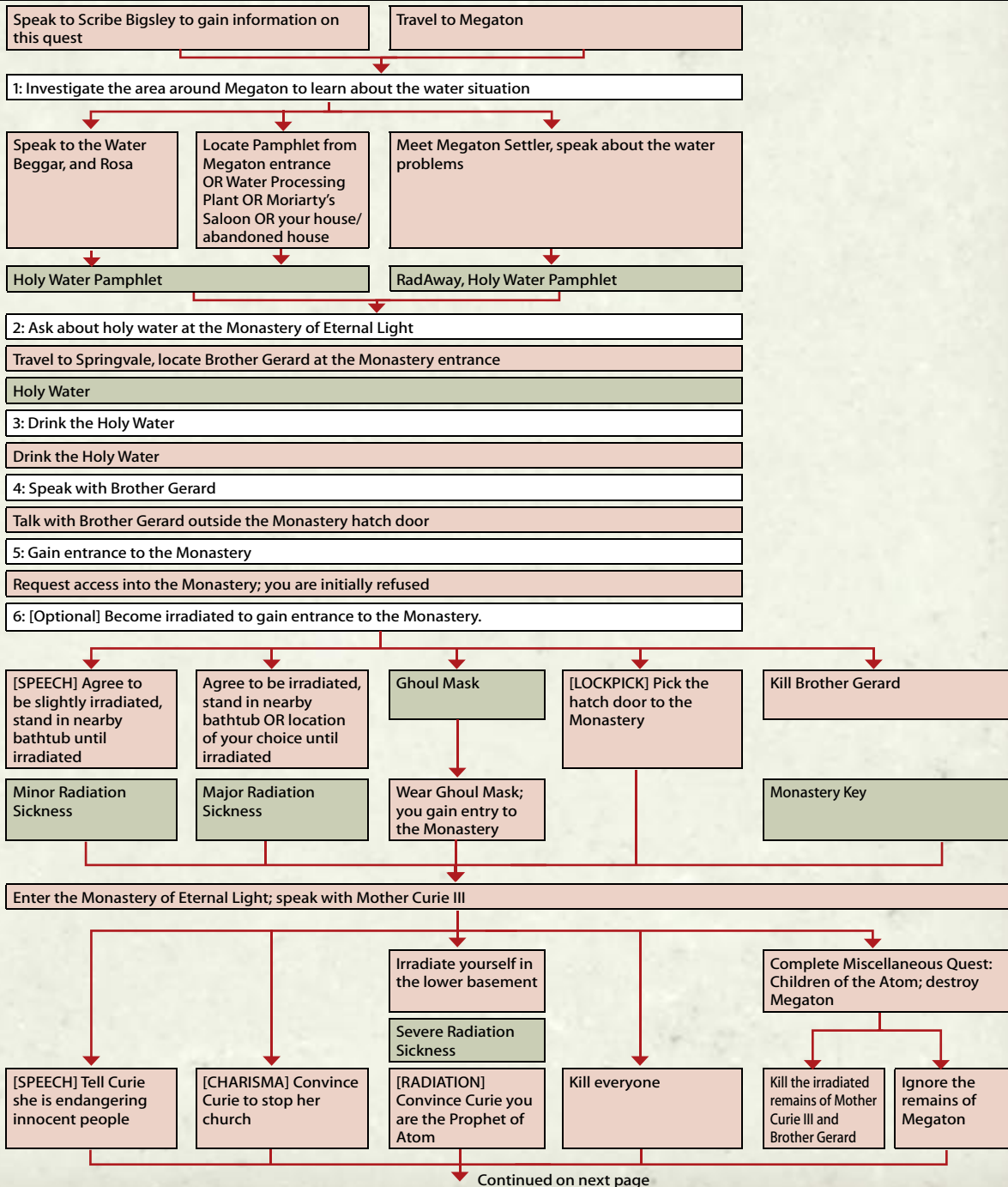
**100 XP**



# Miscellaneous Quest: Holy Water

## QUEST FLOWCHART

	MAIN PATH	OPTIONAL PATH
Main Characters	Scribe Bigsley, Water Beggar, Rosa, Brother Gerard, Mother Curie III, Novice, Atom's Champion, Sun of Atom	
Locations	Jefferson Memorial, Megaton, Springvale, Monastery of Eternal Light	Jefferson Memorial, Megaton, Springvale, Tenpenny Tower, Monastery of Eternal Light
Adv. Items/Abilities	Speech, Lockpick, Charisma, Radiation	—
Possible Enemies	Atom's Champion, Sun of Atom	Brother Gerard, Mother Curie III



From previous page

7: Report Back to Bigsley

Head to Scribe Bigsley for a reward

300 Caps, 100 XP

Color code:

Objective

Action

Rewards



### Caution

If you've destroyed Megaton during **Miscellaneous Quest: The Power of the Atom** BEFORE this quest becomes available, both Scribe Bigsley and Officer Lepelletier never mention it, and this quest cannot be accessed. However, if you destroy Megaton DURING this quest, odd happenings begin. See below for further information.



### Note

Either speak to Scribe Bigsley at the Jefferson Memorial Gift Shop (explained previously) who reveals that Megaton has some problems with their water caravans, or simply head to Megaton itself.

## AQUA IMPURA

Ah, Megaton. It seems like only yesterday you were fleeing a Molerat, and sought solace, as well as Deputy Weld's shooting skills.



### NEW OBJECTIVE

"Investigate the area around Megaton to learn about the water situation" begins.

Trek or Fast Travel to Megaton. Deputy Weld is on patrol, and there may be a merchant caravan (without Aqua Pura supplies, because Bigsley has temporarily halted them until you've found out just what is going on). From this point, you can open a few lines of investigation:

### INVESTIGATION 1: ROSA THE RELUCTANT POISONER

There's a bit of a commotion outside Megaton, and it centers around the Water Beggar sitting near the clump of rocks by Megaton's outer entrance. He's engaged in a shouting match with a woman, who runs away. Turn and talk to the Water Beggar. The water this woman gave to him... "there's something... wrong...". He slumps over, dead! The woman, Rosa, is cowering nearby. Talk to Rosa, who gave him some of the water she had. She tells you she picked up some water on her way through Springvale. The water seemed okay, but your dead beggar tells another tale. Rosa tells you that a "man at the monastery" told her it was blessed. She produces a pamphlet, and lets you know the man's name: Brother Gerard. Apparently there's a load of this water available.



### Holy Water Pamphlet

### NEW OBJECTIVE

"Ask about holy water at the Monastery of Eternal Light" begins.

### INVESTIGATION 2: ON NOTICE

You can ignore the altercation outside Megaton, and do some investigating inside the settlement instead. Past the gates, before you enter Megaton though, you find a note pinned to the interior door. Take it if you wish; this is a Holy Water Pamphlet. However, this isn't the only place in Megaton where you'll find a clue to a spurious water dispersal program going on in the area.

The front door to the Water Processing Plant has a pamphlet, as does the door (on the balcony side) to Moriarty's Saloon, and the door to your own house, or that Abandoned House (if you haven't finished **Miscellaneous Quest: The Power of the Atom** yet).



### Holy Water Pamphlet

### NEW OBJECTIVE

"Ask about holy water at the Monastery of Eternal Light" begins.

### INVESTIGATION 3: MEGATON UNSETTLED

The final method of learning about local crackpots is to simply step into Megaton itself. At some point you may be approached by a Megaton Settler, who tells you about this new cult. Apparently they took the water that was promised to them by Scribe Bigsley! She shows you one of their pamphlets, and offers you some RadAway. The same happens if you're passing by the Brahmin herder near the atom bomb at crater's base, near the clinic.



### RadAway



### Holy Water Pamphlet

### NEW OBJECTIVE

"Ask about holy water at the Monastery of Eternal Light" begins.

Read the Holy Water Pamphlet, and you'll see it's from a cult named the Apostles of Eternal Light. Apparently, to heal this wounded city, they wish to provide "cleansing holy water." Brother Gerard over at the monastery in Springvale has all the details.

## BAPTISM BY BROTHER GERARD



The "monastery of the Apostles of the Eternal Light" turns out to be a radioactive bathtub and a root cellar. Still, there are clinically insane dwellers to try having a logical conversation with.

Springvale is very close to Megaton, and when you reach the road junction, you're approached by a balding man named Brother Gerard, who welcomes you to the "monastery of the Apostles of the Eternal Light." Although the "monastery" is nowhere to be seen. Most of the proselytizing goes on downstairs in the cellar of this ruined house. You can't access the cellar door yet though; you're supposed to "drink deep of the Water of Light" first. Your tongue must be sanctified before discourse can begin! You're handed a bottle.





## Holy Water

### NEW OBJECTIVE

"Drink the Holy Water" begins.

As expected, if you check your Aid Inventory in your Pip-Boy, you'll see that this "holy water" is actually highly radioactive. You now have two choices to make: You can drink the holy water (see "Violence Is Never the Answer"), or you can kill this deranged maniac, and bring down this cult with bullets (see "Violence Is Always the Answer")!



If you did the despicable thing and tainted the Purifier with the F.E.V., there's a slightly ironic line of questioning you can take with Brother Gerard, as he tells you the holy water is based on Aqua Pura, the liquid that will bring the Wasteland to its knees!

## VIOLENCE IS NEVER THE ANSWER

Drink the holy water, and your objective updates:

### NEW OBJECTIVE

"Speak with Brother Gerard" begins.

This next objective isn't tough. Simply step up to Brother Gerard, and you can speak freely with him. And it only cost you a dose of RadAway! When Brother Gerard finishes speaking, you have two conversation choices, and either updates your objective:

### NEW OBJECTIVE

"Gain entrance to the monastery" begins.



This is the place where spiritual awakening takes place? A rusting bathtub and a radiation trap?! You want to be enlightened, don't you?

You can find out about the monastery's overseer: Mother Curie III, also known as "Our Luminescent Mother." Didn't Bigsley mention that name as the person who handled delivery of the Aqua Pura? This may make sense once you're allowed into that damn cellar! The following options become available:

You can kill Brother Gerard. Violence is always the answer.

You can request passage into the monastery, but Brother Gerard cannot allow this. You must first be baptized! Brother Gerard insists you go over to his bathtub...sorry, Tabernacle, and pray to Atom to fill you with Holy Radiance! A new, and optional objective is available:

### NEW OBJECTIVE [OPTIONAL]

"Become irradiated to gain entrance to the monastery" begins.

From this point, your choices are as follows:



Use **Speech** and agree to be irradiated. Move to the "tabernacle," flick the switch, and stand in the bathtub as you're gradually riddled with radiation. Continue until you have Minor Radiation Sickness (200–400 Rads), then request to be allowed in.

Agree to be irradiated. Move to the "tabernacle," flick the switch, and stand in the bathtub, but continue until you're suffering from Major Radiation Sickness (400+ Rads). Brother Gerard grants you access into the monastery while you chow down on RadAway.

Agree to be irradiated, but not by Brother Gerard. Then move to your favorite watering hole, such as the stagnant muck the atom bomb in Megaton is half-buried in, and bathe there until you're suffering from Minor or Major Radiation Sickness. Then return.

Leave Brother Gerard, put on the Ghoul Mask you acquired from Roy Phillips during **Miscellaneous Quest: Tenpenny Tower**. Brother Gerard mistakes you for an actual Ghoul, and promptly grants you access to the monastery.



Unlock the cellar door using **Lockpick** and sheer talent.

There's still violence, you know.

When you're "enlightened," move to the Cellar Door to Eternal Light Monastery in the southeast corner of the ruined house, and enter.



## Monastery Key

## VIOLENCE IS ALWAYS THE ANSWER

Brother Gerard is a fraud, and his unhinged band of thieves are poisoning the Wasteland residents you tried so hard to save. Or if you infected the water supply, they're poisoning the Wasteland residents and that's *your* job. Whatever justification you need, pop Brother Gerard's loony head off, grab the Monastery Key from his corpse, and open up the Cellar Door to Eternal Light Monastery and kill these crazies before they spread. The good news is that nobody inside the cellar saw this altercation, so they won't be hostile...for now.



## Monastery Key

### NEW OBJECTIVE

"Gain entrance to the monastery" begins.

## THE GIFT OF GHOULIFICATION



### Note

For a slightly different ending, you can complete **Miscellaneous Quest: The Power of the Atom** at this point, and elect to destroy Megaton. Refer to the section marked "Loose Ends: And Loose Nukes."

Mother Curie III is preaching a sermon on the first level of this two-floor root cellar. You can let her finish her sermon and view her flock. Explore the lower cellar area, and you may be surprised to see a Glowing One as you enter, and a Feral Reaver in the darkened northwest corner. Naturally, there's evidence of Aqua Pura everywhere, proving that the shipment was taken by Mother. Don't engage the Ghouls though; they remain neutral for the moment. Instead, gather the Aqua Pura you need (this hasn't been "tainted" into holy water yet). Speak to Mother Curie III, or kill her.



## Aqua Pura (8)

## LOOSE ENDS: YOU DON'T KNOW ME FROM ATOM

Mother Curie III is a crackpot, but one with a firm conviction. You'll need a cunning plan to get the better of her. You can complete this quest without resorting to violence. Here are the options to try:



After explaining (politely) that she's endangering innocent people, continue this line of questioning until you can reaffirm this fact with a difficult **Speech** challenge. Succeed, and she closes her church. Report back to Bigsley. Fail, and you can try another option:



You can use your charm and aura (**Charisma**) to convince Mother Curie to stop her church. She obliges. Report back to Bigsley.

Continue to talk to Mother Curie III until you have the option to ask her "What makes you think you're right?" Curie immediately recalls a dream about the Prophet of Atom. You can then pretend to be the Prophet of Atom. If you are less than critically irradiated, she doesn't believe you. If you are irradiated severely [800+ Rads], she's taken aback. You can then instruct her to stop harming the innocents, ideally before you keel over from radiation poisoning.



**Tip**

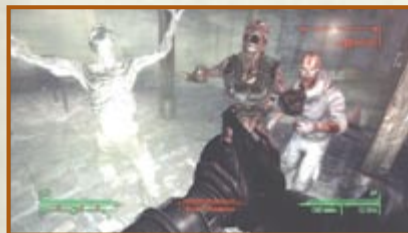
Not irradiated enough? Then activate the switch in the lower basement, and bathe in the Radiation Trap until you're cooked perfectly. Then return to Mother Curie III as "Atom."

Mother Curie III promises to give the Aqua Pura back as a gesture of good will. Return to Bigsley for your prize.

#### NEW OBJECTIVE

"Report Back to Bigsley" begins.

### LOOSE ENDS: MURDERING MOTHER CURIE III



Hemmed into a corner, firing blindly at the entire Ghoulish congregation — this is not the finest tactical plan if you choose brawn over brains.

Failed to convince Mother Curie III? Then you can stop this cultist nonsense with a mixture of shotguns and Nuka Grenades. Wading in with guns ablazing is great and all, but the Sun of Atom and the Champion make combat frightening. Stock up with Health and Ammunition before

you enter. Slay the Novice, Wastelander, and Mother Curie III on the upper cellar level if you can. Make sure you're at close range, and aim at Curie's head with a powerful close-combat weapon, so she can't escape into the lower cellar. Then face the two extremely powerful Ghouls to complete this quest. Return to Bigsley for your prize.

#### NEW OBJECTIVE

"Report Back to Bigsley" begins.

### LOOSE ENDS: AND LOOSE NUKES

There won't be any innocents for Mother Curie III to irradiate if this entire region has been blasted from the face of the earth, right? Assuming you haven't completed **Miscellaneous Quest: The Power of the Atom** yet, you can threaten (via conversation only) your plans for destroying Megaton's bomb when you speak to Brother Gerard or Mother Curie III, and then actually go through with it (side with Mister Burke, rig the bomb, and detonate it from the top of Tenpenny Tower). When you return you'll see some new transformations. Mother Curie III is a violent Feral Reaver. She's wandering the entrance to Megaton, near Deputy Weld's buried head. Brother Gerard is now a Ghoul, and has also lost all higher brain functions. Slay them or flee, then return to Bigsley for your prize.

#### NEW OBJECTIVE

"Report Back to Bigsley" begins.

Back at the Jefferson Museum and Gift Shop, you can explain the course of events (no matter which path you chose), and Bigsley awards you accordingly:



300 Caps



100 XP



**Note**

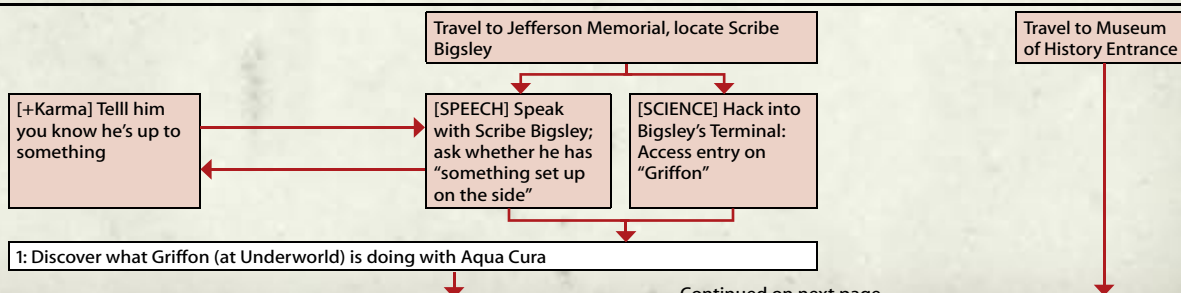
If you've spiked the purifier with F.E.V., come back after a week or two after the water starts flowing back to Megaton, and find that people are getting sick by visiting the clinic.

# Miscellaneous Quest: The Amazing Aqua Cura!

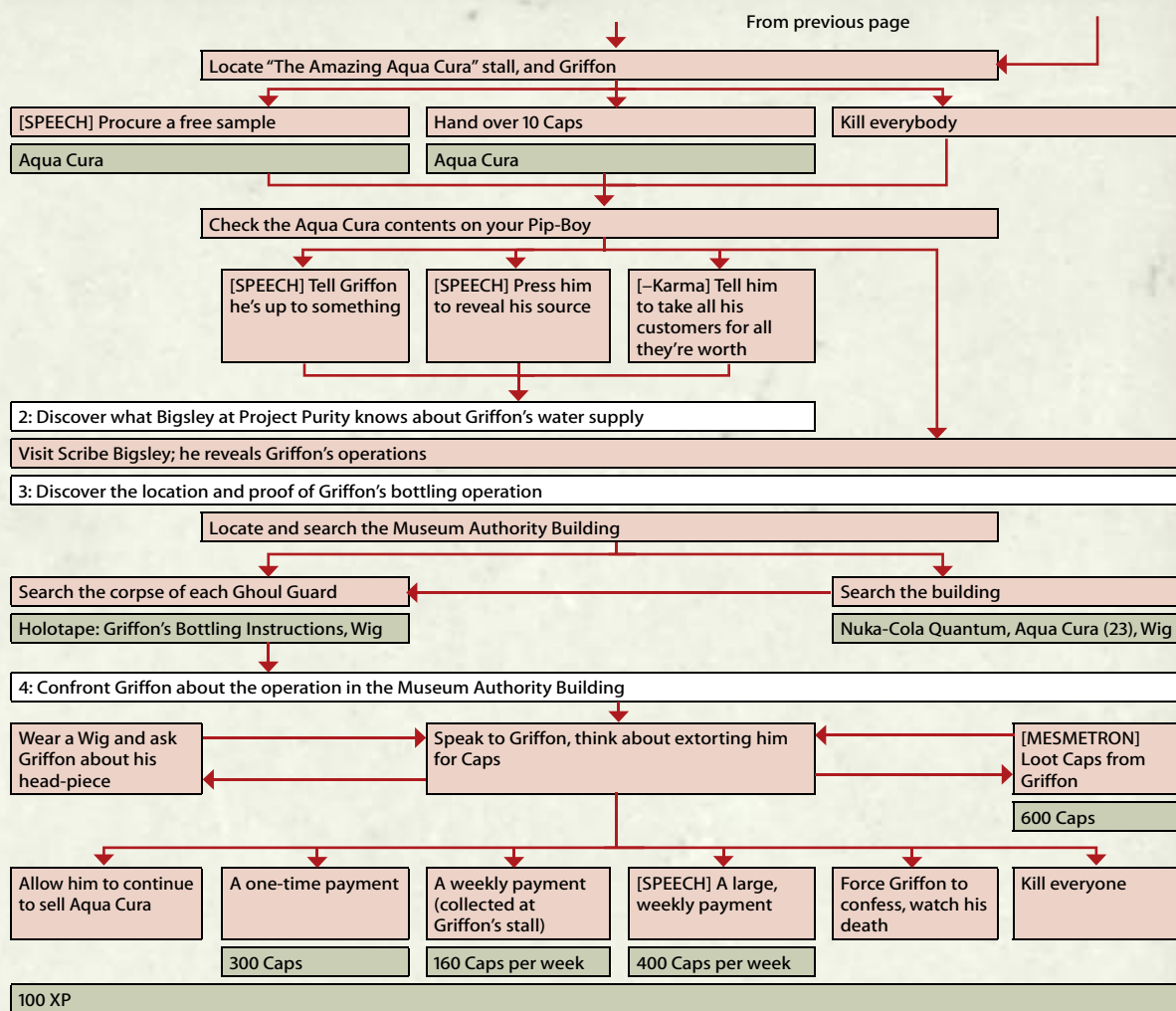
#### QUEST FLOWCHART

##### MAIN PATH

Main Characters	Scribe Bigsley, Griffon
Locations	Jefferson Memorial, Museum of History, Museum Authority Building
Adv. Items/Abilities	Speech, Science, 10 Caps, Mesmetron
Possible Enemies	Radroach, Ghoul Guard







Color code: Objective Action Rewards



## Note

This quest starts in one of two ways: You can either find out about Griffon and his business relationship with Scribe Bigsley over at the Jefferson Memorial Gift Shop (explained previously), or stumble upon Griffon's stall inside the entrance to the Museum of History.

## BEWARE OF EXPENSIVE IMITATIONS

### NEW OBJECTIVE

"Discover what Griffon at Underworld is doing with Aqua Pura" begins.

Journey to the Mall [Zone 17] in the D.C. Metro Area, and move to the Museum of History, passing Willow the friendly Ghou at the entrance. The front steps now have signs for "The Amazing Aqua Cura!" Enter the Door to Museum of History Entrance. In the rotunda a Ghou named Griffon has a stall at the entrance to the Underworld. He's selling an elixir called "Aqua Cura" to fellow Ghouls. Listen, then start up a conversation with the coiffured fellow.

No matter what you say, you won't stop him from selling his incredible liquid. You must procure a bottle of Aqua Cura. You can:



Use **Speech** to request a free sample. The chances of Griffon handing one over are slim to none.

You can ask how much for an Aqua Cura. Griffon eventually settles on a price of 10 Caps. Hand it over for the quest to continue.



**Aqua Cura**  
WG 1, VAL 10, Rads +4, HP +10



The Brotherhood has a zero tolerance policy against Ghouls receiving Aqua Pura. So Griffon made a deal, and swindled his brethren for a few Caps.

Check out the Aqua Cura using the Aid Inventory screen of your Pip-Boy; it's simply Dirty Water re-branded. Speak to Griffon again, telling him your findings, and he scoffs. Or you can ask where he got this Aqua Cura from. From this point, you can:



Use Speech and tell him he's clearly up to something. You need answers, and pronto!



Press him, using your **Speech** skill, to reveal his source; tell him you're curious where the water came from. This is a lot easier than the previous challenge.



With particularly low Karma, you can tell Griffon to take his customers for all they're worth. If you have low enough karma he tells you about Bigsley.

You can fail at all of these, and you're none the wiser.

You can kill Griffon, turning the Ghouls hostile, and fail the quest.

Assuming you succeeded in one of the Speech challenges, your objective updates:

#### NEW OBJECTIVE

"Discover what Bigsley at Project Purity knows about Griffon's water supply" begins.

You should still return to Scribe Bigsley, even if the objective doesn't update.

## HERE'S HOW TO ORDER

Return to the Jefferson Museum and Gift Shop. You may be surprised when you ask Bigsley, but he immediately reveals the entire operation. He tells you that the secret location where Griffon's workers off-load the Aqua Pura and bottle Aqua Cura is the Museum Authority Building in the Mall. You haven't been able to access this building before (and it now appears on your World Map). Your objective updates. Trek or Fast Travel back to the Mall [Zone 17].

#### NEW OBJECTIVE

"Discover the location and proof of Griffon's bottling operation" begins.

## A HAIR-BRAINED SCHEME

Back in the Mall, tackle a few Radroaches as you approach the Museum Authority Building, just east of the Mirelurk Nesting Hole [17.03] and southwest of the Washington Monument [17.05]. Brandish a Combat Shotgun or other Ghoul-killing weapon, and head inside. You'll draw the attention of a Ghoul Guard. Slay him. Pop into the ladies' restroom for a Nuka-Cola Quantum on one of the toilets. There's a First Aid Box in the gents' restroom. Take down another Ghoul Guard as you head through the cubicles, which contain only junk. At the top of the stairs in the northwest corner of the ground floor, tackle a third Ghoul Guard, with the same head of hair as Griffon. Check his corpse for two items: a note with Griffon's Bottling Instructions, and a Wig (big surprise). Your objective updates.



**Holotape: Griffon's Bottling Instructions**



**Wig**

#### NEW OBJECTIVE

"Confront Griffon about the operation in the Museum Authority building" begins.



All the proof you need about the secret bottling operation is contained in this building's basement.

Head down the stairs. There are two floors, but the upper one is in ruins. Move into the basement, and further proof is revealed: the entire bottling

operation is in full effect (it's stopped since you massacred the Ghoul Guards). There's Aqua Cura everywhere, empty shipments of Aqua Pura, and a lot of Abraxo Cleaner to "clean" up the water. There's a second Holotape with the same Bottling Instructions on the circular table between the bathtubs on the south wall. You'll also find another Wig inside the cabinet near the mannequins.



**Aqua Cura (23)**

The wig...er...jig is up, Griffon! Back at the Aqua Cura stand, confront Griffon. This concludes the quest, but there are a number of ways you can leave your interaction with Griffon:

You can ask Griffon about his head-piece, if you're wearing an identical one.

You can extort Griffon for Caps, payable once per week, for you to keep your mouth shut.

» This can be a one-time payment of 300 Caps.

» Or, this can be a weekly payment of 160 Caps.



» Or, you can really lean on Griffon with your **Speech** skill, and demand up to 400 Caps every week.

From this point, you can return once a week to claim your "cut." Griffon always makes good on his payment unless you wait five weeks or more, in which case Griffon only has the last four weeks' worth of Caps for you, up to a maximum of 500 Caps. You receive 100 XP, too.



**Caps (160-400 per week)**



**100 XP**

You can force him to confess to the assembled mob that he's a fraud. The assembled mob turns into an angry mob, and kill him after a struggle. You can loot 600 Caps from his corpse (and a Wig, of course), and more from his cash register, as well as some useless Aqua Cura. You receive 100 XP, too.



**Caps (600)**



**100 XP**

Or, you can force him to sell the real Aqua Pura, which he does with vigor, although there's less to sell to the Raiders. You can check on him periodically. You receive 100 XP, too.



If you contaminated the water supply with F.E.V., after a week, this area becomes less of an Aqua Pura dispensing station, and more of an infirmary, and then finally a morgue.



**100 XP**



**Tip**

You can also loot 600 Caps from Griffon by using the Mesmetron; this allows you to keep Griffon alive. Do this before extorting or forcing him to sell Aqua Pura.



**Note**

You can also tell Bigsley about how this quest ended. He'll be thrilled.



## Freeform Quest: The Sorrowful Suitor

### A FATAL ATTRACTION

When you're completing **Broken Steel: Who Dares Wins**, and you're in the Presidential Metro at the Capitol Platform, just before you meet the Sentinel that reactivates the line (and the double doors to the Capitol Building), head west up the stairs, to the short L-corridor with stairs leading up to the Capitol Building East Entrance. Before you reach those doors, inspect the remains of a female skeleton lying on a bench, close to Beer, Jet, and a Holotape marked Sorry, My Darling. It's from a young lady, sorrowful that she can't make her rendezvous at La Maison Beauregard Hotel, especially as her suitor has gone to some trouble locating a "gift" for her. Continue with your Main Quest, and when you have a moment, head out to investigate this hotel.



**Beer and Jet**



**Holotape: Sorry, My Darling**

Battling to the hotel, you may encounter a new and fiendish Super Mutant Overlord who's tougher and uglier than his brethren, if that's possible.



You may have previously explored La Maison Beauregard lobby interior (as the rest of the hotel is blocked by fallen masonry). It is located in Zone 14: Georgetown. The closest Metro stations are 14.07 Georgetown/the Mall and 14.09 Penn Ave./Georgetown Metro. Equip your Super Mutant hunting gear, as there are usually two beast-men waiting on the exterior concourse. Drop them (you may wish to begin Paladin Tristan's **Freeform Quest: Blood Brotherhood** first); and then enter the hotel.



**Tip**

You must have found the Holotape and listened to it prior to entering the lobby or a person of interest won't be waiting, ready to kill.

### LAG-BOLT IS READY FOR ACTION

Enter the lobby and pass through either doorway. A crazed man immediately attacks you. This is Lag-Bolt, a maniac with a death wish. Once he's been defeated, search his corpse. There's some Flamer Fuel, a Heavy Incinerator, and some unique armor and apparel. Of particular interest is Lag-Bolt's Suitcase Key, which opens the suitcase on the pool table, and Lag-Bolt's Note, which is from the recently departed's big brother, Lug-Nut. Whatever is in the suitcase is direct from "The Tailor" in Virginia. Open the suitcase, and you'll discover the prize: a unique outfit, the All-Nighter Nightwear! This concludes the quest, although you can search for more items (listed below).



**Flamer Fuel (50)**



**Heavy Incinerator**



**Lag-Bolt's Note**



**Lag-Bolt's Suitcase Key**



**Lag-Bolt's Combat Armor**

DR 38, WG 30, VAL 400, AP +10, Big Guns +10



**Lag-Bolt's Shades**

DR 1, WG 0, VAL 8, Lockpick +3, Sneak +3



**All-Nighter Nightwear**

DR 1, WG 1, VAL 200, CH +1, EN +1



**U.S. Army: 30 Handy Flame-thrower Recipes (19)**



**Mini-Nuke (#57)**



**Missile Launcher and Ammo**



**Stealth Boy**



**Nuka-Cola Quantum (#77)**



**Note**

Lag-Bolt, as you may realize, shares his plan of instant death at the hands of the Lone Wanderer in the same way that his brother did, during the Freeform Quest: Grady's Package.

## Freeform Quest: Getting Ready for Prime Time

### TAKING LIBERTIES

When **Broken Steel: Who Dares Wins** is over, you can quickly speak with Scribe Rothchild in the courtyard, or down in the laboratory later. You can see if he needs any further help. He tells you his main task is the reconstruction of Liberty Prime. Rothchild will need some special items for Prime's complex systems. He needs the following, and he's prepared to pay:



**Sensor Modules.** They help with restoring Prime's electrical components.



**Cameras:** This is the most urgently sought-after item, as Prime's optics were completely destroyed, and the camera's components can replace them.



These two items are randomly strewn across the entire Capital Wasteland and beyond. When you return with a Sensor Module, you receive 75 Caps and 10 XP for your trouble. The prize is even better if you hand over a camera: 100 Caps and 25 XP. This makes Rothchild's scavenger hunt the most profitable of all. You can continue to return, and collect as many of these items as you like. If you miss Liberty Prime, you can see what's left of him in the Citadel's Laboratory, near a couple of Tesla Cannons.



75 Caps



10 XP



100 Caps



25 XP

## Freeform Quest: Blood Brotherhood

### BLOOD BROTHERHOOD



Just in case you've fallen out of the Vault for the first time, these are the critters you can slaughter. One Mutant of any size is worth a single Blood Sample.

When **Broken Steel: Who Dares Wins** is over, locate Paladin Tristan, who may be in the courtyard, or wandering the A-Ring or B-Ring. You can ask whether Tristan requires any further assistance. He tells you that Super Mutants are still a major problem

in the Capital Wasteland. Tristan is offering a bounty, and he fits your Pip-Boy with a blood sampling device usually given to Brotherhood

Scouts. Simply return with evidence of the Super Mutant's death, and you'll be properly compensated for your ammunition expenditure.

Super Mutants continue to exist in the D.C. Metro Area, and there are particular concentrations in the Mall (Zone 17), and the Hotel Statesman [12.08] where **Miscellaneous Quest: Reilly's Rangers** takes place. Now every time you (or a Follower) slays a Super Mutant, a Super Mutant Blood Sample can be looted from the corpse. Gather these then return to Paladin Tristan. You receive 50 Caps and 10 XP per sample, meaning you can become rather well off (and experienced) if you're a fan of defeating 10-foot orange mutations.



Super Mutant Blood Sample



60 Caps



10 XP

## Freeform Quest: Forcing Evolution Virally

If, during **Main Quest: Take It Back!**, you inserted the Modified F.E.V. Vial into the Auxiliary Filtration Input, the impact isn't felt immediately. But soon, three settlements experience a mass infection, and as the months tick by, those affected by the Forced Evolution Virus begin to wither and die.



### Note

This Freeform Quest has no ending, just the gradual death and decay of the inhabitants of three settlements.



### Tip

Locations: Underworld [17.07B], Megaton [LAT -01/LONG -06], Rivet City [LAT 18/LONG -17]

### F.E.V. LOCATION: UNDERWORLD

Underworld begins to change for the worse a few days after you complete **Miscellaneous Quest: The Amazing Aqua Cura!** and convince Griffon to sell the "pure" variety. Griffon is taken sick, and so is his audience. The Chop Shop inside Underworld becomes the focus, and Doctor Barrows's office has numerous victims. Listen to the quizzical musings from the doctor and Nurse Graves. Talk to the residents about their tinfoil-hat theories about the outbreak.

### F.E.V. LOCATION: MEGATON

The inhabitants of Megaton begin to feel the after-effects of the F.E.V. after you finish **Miscellaneous Quest: Holy Water**. When you arrive at Megaton, there's a cluster of sick patients down at Doc Church's Clinic, and a bottle of the deadly liquid in Doc's office. Witness the pitiful mewings of these Wastelanders, and seek further knowledge from any Megaton Settlers you meet.

### F.E.V. LOCATION: RIVET CITY

Those in Rivet City begin to feel the effects of your mass poisoning—sorry, mutation-cleansing—soon after **Main Quest: Take It Back!** is over. If you visit the vessel, Doctor Preston is overwhelmed with the disabled and dying. Perhaps he should take a sip of that Aqua Pura elixir in his office? Speak to inhabitants about this viral outbreak. Congratulations; you've managed to cause mass hysteria in a post-apocalyptic world and make the situation **even worse**. No one thought that was even possible....



# TOUR OF BROKEN STEEL



Unlike the other Additional Quests, Broken Steel changes a number of the locations across the Capital Wasteland, as well as revealing all-new virgin territory to investigate. For this reason, the following chapter breaks down each original zone, showcasing the changes the triumph of Project Purity has brought to civilization. Any zones not mentioned have very limited or no changes.

## Water Caravan Routes

### TOPOGRAPHICAL OVERVIEW

The Wasteland is a dangerous place, and everyone wants clean water. To prevent an uprising from a particular faction, security forces from Rivet City have teamed up with the Brotherhood of Steel to send Water Caravans (Brahmin with Aqua Pura water barrels tied to their backs, and a Rivet City Guard escort) between various major settlements across the Wasteland. If they haven't been ambushed by wandering animals or irradiated beasts, you may find Water Caravans on the following routes:

- » Jefferson Memorial [9.14] to Rivet City [9.15]
- » Jefferson Memorial [9.14] to Andale [8.07], to the Republic of Dave [3.03]
- » Germantown Police Headquarters [5.01] and Big Town [5.10] (ambush north of Bigtown detailed in this chapter)
- » Warrington Station [7.13] and Tenpenny Tower [7.14] (ambush west of Tenpenny Tower detailed in this chapter)
- » Megaton [8.03] to Bigtown [5.10] (ambush outside Megaton detailed in this chapter)



## Zone 2: Northern Mountains

### TOPOGRAPHICAL OVERVIEW

This zone has been largely unaffected by the creation of Project Purity's water distribution. The largest amount of Aqua Pura is in the hands of a band of Raiders, who have split off from their brethren at the Montgomery County Reservoir and created their own camp, where they pillage passersby, and tackle any wild animals that come foraging.



### PRIMARY LOCATIONS

#### BROKEN STEEL

None

#### ZONE 2

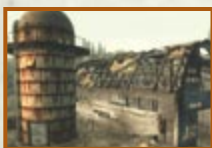
- 2.03: MDPL-21 Power Station (LAT -10/LONG 26)
- 2.05: Montgomery County Reservoir (LAT -06/LONG 22)
- 2.06: Broadcast Tower LP8 (LAT -04/LONG 24)

### SECONDARY LOCATIONS

- BS2.A: Aqua Pura Raider Camp (LAT -08/LONG 22)

## Secondary Locations

### BS2.A: AQUA PURA RAIDER CAMP (LAT -08 / LONG 22)



- Guns and Ammunition
- Health and Chems

- Main Quest: Broken Steel
- Threat Level: 3
- Faction: Raider
- Collectible: Pre-War Book
- Interior Exploration

Northwest of Montgomery County Reservoir [CW: 2.05] is the Irradiated Silo and Outbuildings [CW: 2.F]. Raiders have taken over this structure, and are fighting off Yao Guai and lone wanderers. Their camp consists of an Aqua Pura barrel crate with a lookout, and a distilling operation (that is, a bath) on the upper balcony of a barn, where you'll find ammo and a Pre-War Book and Vodka not previously available.

You can now enter the silo. Inside are more crates of Aqua Pura barrels, some First Aid, and an Assault Rifle and Ammo, plus some

Cigarettes. Use the rung ladder inside the silo to reach the exterior circular balcony. Find two more Ammo Boxes here, and great sniping spots for the foes down below.

Finally, the ramshackle hut to the west of this camp near the ruined (and empty) building holds more barrels and Ammo Boxes.

- Scribe Pre-War Book (99/103)
- Ammunition Box (8)
- First Aid Box
- Assault Rifle and Ammo
- Carton of Cigarettes



# Zone 3: Northeast Territories

## TOPOGRAPHICAL OVERVIEW

Water Caravans periodically visit the Republic of Dave [CW: 3.03], but the main additional locations here are an Enclave Camp dedicated to locating and enslaving Deathclaws, and additional underground connections deep below the surface of Old Olney. Assuming you can dodge the roaming Deathclaws, a completely new underground area is yours to explore, eventually leading to Olney Powerworks, where you can obtain a fabled Tesla Coil, which is required for a devastating new weapon.



## PRIMARY LOCATIONS

### BROKEN STEEL

#### 3.02: Old Olney (LAT 10/LONG 26)

- BS 3.02.1: Old Olney Sewers
- BS 3.02.2: Olney Underground
- BS 3.02.3: Old Olney S. Wilson Building
- BS 3.02.4: Olney Powerworks

### ZONE 3

#### 3.01: Vault 92 (LAT 08/LONG 27)

## SECONDARY LOCATIONS

BS3.A: New Enclave Camp (LAT 12/LONG 24)

## Primary Locations

### 3.02: OLD OLNEY (LAT 10 / LONG 26)



- Main Quest: Broken Steel
- Main Quest: Shock Value
- Threat Level: 5
- Highly Visible Landmark
- Interior Exploration
- Collectibles: Fat Man Launcher, Mini-Nuke, Skill Book
- Guns and Ammunition
- Health and Chems
- Rare or Powerful Item
- Sleep Mattress
- Underground Connection
- Work Bench

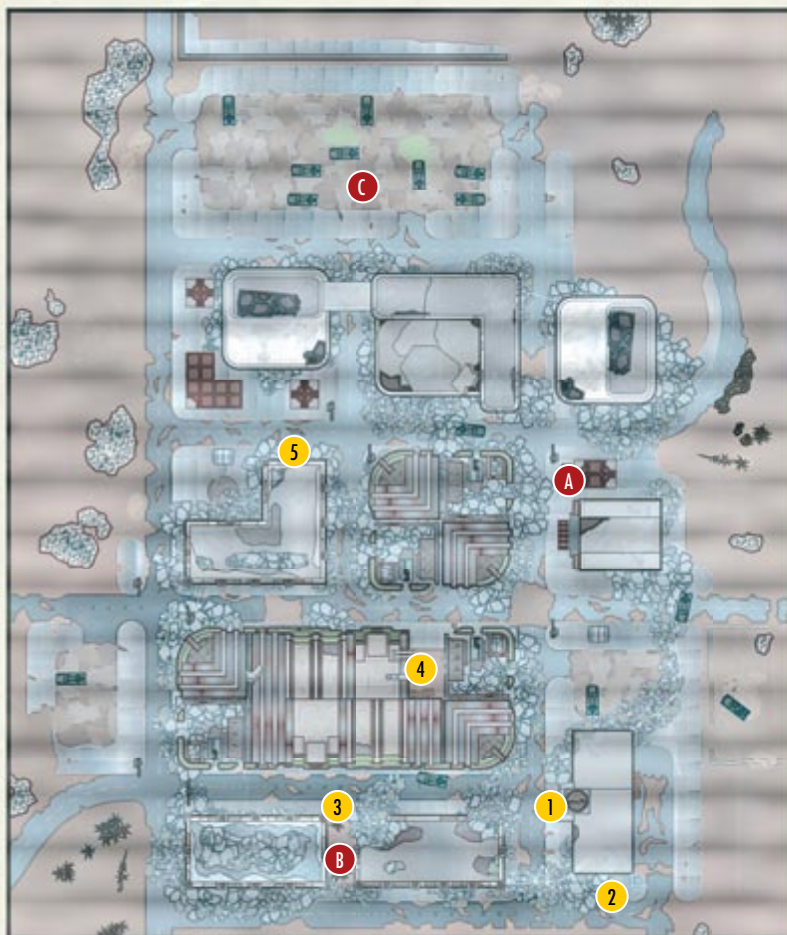


### Note

This settlement was accessible prior to you accessing Broken Steel (except for Location C).

This ruined township comprises several city streets, which contain the largest concentration of Deathclaws except for the Deathclaw Sanctuary [1.07]. Approach the town from any direction, but it's best to snipe Deathclaws from the freeway to the east or from the hill above Vault 92, or **Sneak** in from the west at night. Otherwise, wait at a safe distance for a patrolling Deathclaw to move past.

Old Olney Exterior





**A Bank Courtyard**

Watch your step—the first of two underground entrances is the steel grating. If you stand on it, you fall into the entrance to the Olney Sewers, and you can't scramble back up.

**Tip**

Walk across the corner to activate the falling grating, but stay at street level.

**1 Firehouse**

At the sealed front door is a skeleton lying next to a sheet of paper. This is the Nuka-Cola Accident Report, referencing the nearby Jackknifed Truck [3.E].

- Nuka-Cola Accident Report

**2 Optimal Entrance**

If you're approaching Old Olney from the Enclave camp, scramble in here, heading for the Exposed Manhole.

**3 Exposed Manhole Alley**

This is the second entrance to the Olney Sewers.

**B Manhole to Old Olney Sewers**

Use this rather than the entrance at the bank courtyard, because there's less backtracking in the sewers, and you can quickly escape back up here if you need to.

**4 Alcove under a Radiation**

**King Sign**

- Ammunition Box
- First Aid Box

**5 Dead Mercenary**

- Combat Shotgun

**6 Manhole to Olney Powerworks**

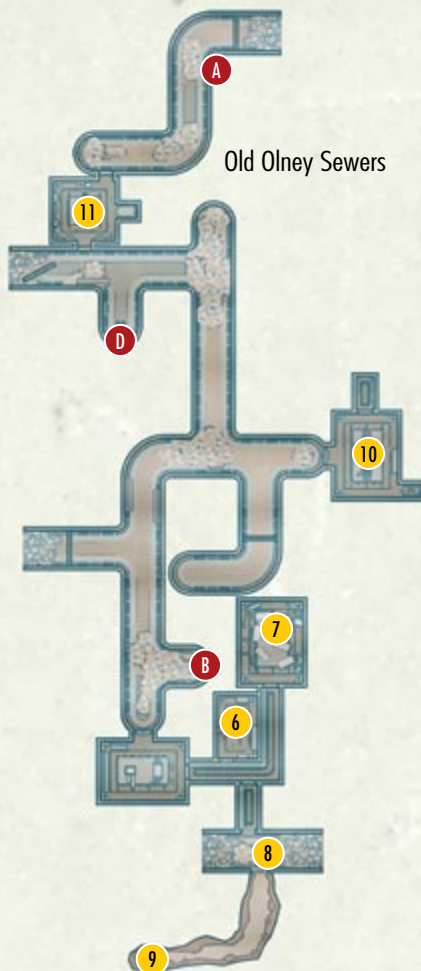
This is only accessible after you access it the first time, from the Powerworks, after completing **Main Quest: Shock Value**.

**BS U3.02.1: OLD OLENY SEWERS****Note**

This settlement was accessible prior to you accessing Broken Steel (except for location D).

**Note**

The sewer interior can be investigated through either entrance, although there's less backtracking (if you're concerned with the Broken Steel **Main Quest: Shock Value**) if you choose the manhole cover in the alley.

**A Door to Old Olney**

This leads to the under-floor door near the bank building, but you can't reach ground level from here.

**B Ladder to Old Olney**

This leads to the manhole alley, and should be where you start this underground exploration.

**6 Small Workshop**

This easily missed room off the L-shaped corridor houses the following items:

- Work Bench
- Bottlecap Mine
- Scoped .44 Magnum
- Ammunition Box
- First Aid Box

**7 Bloody Sleeping Quarters**

Begin scavenging the three safes once combat is over.

- Nuka-Cola Quantum (15/110)
- Fat Man (3/9)
- Missile Launcher
- Ammunition Box
- Wall Safe Items (3)

**8 Metro Tunnel Section**

Check the Brotherhood of Steel Initiate, because he's wearing a prototype suit of Medic Armor (no helmet is available).

- Brotherhood of Steel Holotag
- Prototype Medic Power Armor (22/152)
- Medic Power Armor Manual

**9 Rocky Tunnel**

- Duck and Cover! (6/25)

**10 Generator Room**

The locked door accesses the storage closet's items:

- Ammunition Box
- First Aid Box (2)
- Mini-Nuke (16/92)

**11 Maintenance Room**

For a bit of fun, activate the Automatic Maintenance Terminal. This starts up a Sewer Protectron, who enacts a hostile eradication program. This lasts only seconds before it is mauled by a Deathclaw! Check the room for Darts, junk, and a skeleton clutching an ID card. There are also three Ammo Boxes (one is locked) a First Aid Box, some Darts, tools, and other junk. The skeleton on the west wall still clutches a Utility Worker ID.

- Ammunition Box (3)
- First Aid Box
- Utility Worker ID

**D Ladder to Old Olney Underground**

This allows access deeper into previously unexplored areas related to **Main Quest: Shock Value**.

**BS U3.02.2: OLENY UNDERGROUND**

- Main Quest: Broken Steel
- Main Quest: Shock Value
- Threat Level: 5
- Danger: Baby Carriage Trap, Mines!
- Collectible: Nuka-Cola Quantum
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Sleep Mattress
- Underground Connection
- Work Bench (2)
- Inhabitants: Badger, Kidd
- Inhabitants (Deceased): Badger, Carl, Connelly, Dunbar, Sanders

**Note**

This settlement was not accessible prior to you accessing Broken Steel.

A labyrinth of tunnels and interlocking rooms allow eventual access to the S. Wilson Building, but only after you traverse a hospital room, and a frightening and Deathclaw-filled workshop cellar.

**D Hatch to Olney Sewers**

### 1 Kidd and Wint Encounter

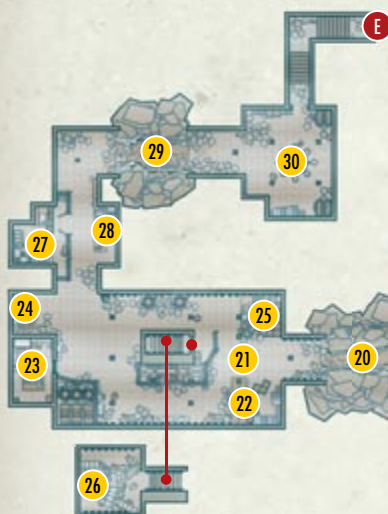
You meet two Ghouls, escaping a massacre. Their camp seems less safe than they thought.

- Wine, Beer, and Food

### 2 GhouL Camp

There are mattresses to sleep on here. Note the strange Gnome having a bath with his bathtub. The kitchen has food, Purified Water, Alcohol, a Teddy Bear, and a few other items to grab.

### Olney Underground



### 3 GhouL Camp Upper Mezzanine (Badger's Corpse)

Badger was slain recently by Deathclaws.

- Stormchaser Hat
- Pool Cue (3)

### 4 GhouL Camp Burning Blockade (Connelly's Corpse)

Connelly was slain recently by Deathclaws.

### 5 6 Narrow Corridor and Stairs (Dunbar and Carl's Corpse)

Dunbar and Carl were both slain recently by Deathclaws. A note on Dunbar's corpse reveals the Ghouls' plans.

- Dunbar's Note

### 7 Rubble-Filled Tunnel

A mattress is available to sleep on, near the following:

- Vodka
- First Aid Box

### 8 Collapsed Hospital Floor (Sanders' Corpse)

### 9 Toy Room

### 10 Small Ward

There are mattresses here.

- Psycho

### 11 North Ward (Collapsed)

- Mentats and Buffout

### 12 South Ward

There are mattresses here, along with Food and a few other items.

### 13 Lower Operating Room

Use the stairs to the north, or the hole from the North Ward to reach here.

- Ammunition Box (2)
- Frag Mines (3)

### 14 Filing Cabinets Closet

- First Aid Box (2)
- Stimpaks (2)
- Power Fist
- Blood Pack

### 15 Teddy the Drunkard

Young Mr. Bear has been at the Whiskey.

- Teddy Bear
- Whiskey

### 16 Hospital Reception and Office Cubicles

- Alcohol and Chems
- Ammunition Box (2)

### 17 Mid-Level Kitchens

Watch out for the Baby Carriage Trap in the northeast corner.

- Food

### 18 Generator Room

There is a skeleton on the northern steps near a Vodka bottle. Check the bathtub for more items.

- Melee Weapons (3)
- Chinese Assault Rifle
- First Aid Box
- Frag Grenade (5)
- Flamer Fuel (22)

### 19 Sandbag Defenses

Beware of Frag Mines here.

- Ammunition Box (2)
- Frag Mine (5)
- Frag Grenade (2)
- Hunting Rifle and Ammo

### 20 Collapsed Passage

### 21 Cellar Workshop

This large chamber has a number of Deathclaws to kill, and much to find when exploring.

### 22 Workshop Shelves

- First Aid Box (2)
- Darts (3)
- Carton of Cigarettes
- .32 Pistol and Ammo
- Microfusion Cells (27)
- Ammunition Box

### 23 Workshop Storage

You can sleep on a mattress in here.

- Ammunition Box
- 10mm Round (23)
- .308 Caliber Round (7)
- Buffout (2)

### 24 Deathclaw Droppings

### 25 Workshop Work Bench

- Work Bench
- Cherry Bombs (2)

### 26 Lower Storage Last Stand

Pick the lock of the cell door to access this lower room.

- Ammunition Box (2)
- First Aid Box
- Additional Ammo
- Scoped .44 Magnum
- Chinese Assault Rifle and Ammo
- Nuka-Cola Quantum (98/110)

### 27 Mesh Fence Workshop

- Work Bench
- Bottlecap Mine
- Safe Items
- .308 Caliber Round (14)

### 28 Long Bench and Shelves

- Wine and Vodka (in refrigerator)
- First Aid Box

### 29 Collapsed Passage

### 30 Generator Room

- Darts

### E Door to Old Olney S. Wilson Building



## BS 3.02.3: OLD OLNEY S. WILSON BUILDING



- Main Quest: Broken Steel
- Main Quest: Shock Value
- Threat Level: 4
- Faction: Enclave
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Underground Connection



### Note

This settlement was not accessible prior to you accessing Broken Steel.

This huge office is in complete disrepair, and is where the Enclave have been dropping or capturing Deathclaws. There's a light Enclave presence here, but one of the enemy squad is armed with a Heavy Incinerator and Hellfire Armor, making him a formidable foe. Access to the Olney Powerworks is at the other end of this gigantic (and now "open plan") ruin.

### E Door to Old Olney Underground B1F SEARCH

#### 1 Desk

- Carton of Cigarettes

#### 2 Desks

- Carton of Cigarettes
- Food and Alcohol

#### 3 Baby Carriage

- Teddy Bear

#### 4 Radiator King Workshop

Named after the poster on the wall. Stairs lead from here to the next floor.

- First Aid Box
- Darts
- Ammunition Box

### 1F SEARCH

#### 5 Planks

These lead down to the lower level, near the Radiator King Workshop.

#### 6 Desk

- Mentats

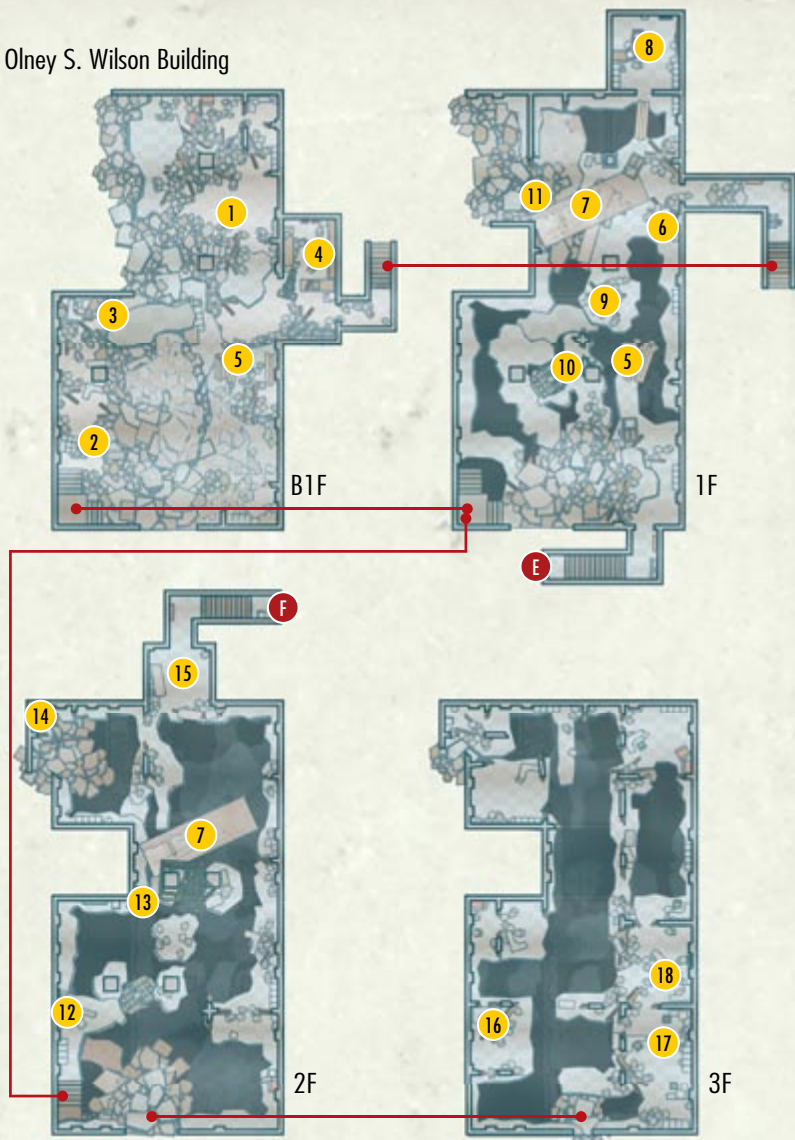
#### 7 Fallen G.N.R. Billboard

Allows access up a level from this floor

#### 8 Small Office

Expect Enclave battles here, before you check the following items out:

### Old Olney S. Wilson Building



- .32 Pistol and Ammo
- Wall Safe Items

#### 9 Plastic Container

- Railway Spikes (13)

#### 10 Deathclaw Cage (open)

There's a skeleton draped over a toilet (that you can drink from, as always) here.

- Whiskey

#### 11 Plastic Bucket

- Pulse Grenade (2)

### 2F SEARCH

#### 12 Remains of Office

There's a skeleton with a camera near here, too.

- Darts and Food
- Wall Safe Items
- Jet

#### 13 Floor Edge and Eat'o'tronic 3000

Heading up from the concrete stairs to the southwest, and edging along here to the exit is the quickest way through.

- Food

#### 14 Dead Gnome's Hand

An Intact Garden Gnome is playing strip poker (using Metro Tickets) with a Teddy!

#### 15 Ruined Office and Exit

You usually fight the Hellfire Trooper and other Enclave soldiers in this area.

- Enclave Hellfire Armor
- Enclave Hellfire Helmet
- Heavy Incinerator

### F Door to Olney Powerworks

### 3F SEARCH

#### 16 Ruined Office Cubicle #1

- Scotch
- Nuka Grenade

#### 17 Ruined Office Cubicle #2

- Ammunition Box

#### 18 Ruined Office Cubicle #3

- Ammunition Box
- Wall Safe
- Health and Chems
- Blood Pack



### BS 3.02.4: OLNEY POWERWORKS



- Main Quest: Broken Steel
- Main Quest: Shock Value
- Threat Level: 4
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Rare or Powerful Item
- Underground Connection

What once provided power to Old Olney and the surrounding countryside is now a derelict structure. Amazingly, the central coil chamber is in good working order. The place is patrolled by robots. Also beware of turrets.

#### **F** Door to Old Olney S. Wilson Building

##### **1** Cleaner's Closet

##### **2** Corridor

From this location, head left (west) to access the coil chamber quickly, or right (east) to fully explore the powerworks.

##### **3** Wall Terminal

This allows access into the small rec room and coil chamber.

##### **4** Rec Room

##### **5** Generator and Fan Chamber

Access the terminal to shut down the turrets. This chamber is on two levels. Expect robotic confrontation.

##### **6** Upper Office

- First Aid Box

##### **7** Zigzag Corridor Cleaner's Closet

##### **8** Generator Room and Mezzanine Office

The generator room has a few items including a Work Bench. The office has a desk with an impressively balanced stack of Metro Tickets with an 8-Ball on top of it! A nearby wall terminal allows you to shut off the emitters in the radiation corridor, as well as deactivating nearby robots.

- Work Bench
- First Aid Box (2)
- Carton of Cigarettes (2)
- Darts and Whiskey

##### **9** Radiation Corridor

Disgusting fungal growths protrude from the long-dead corpses here.

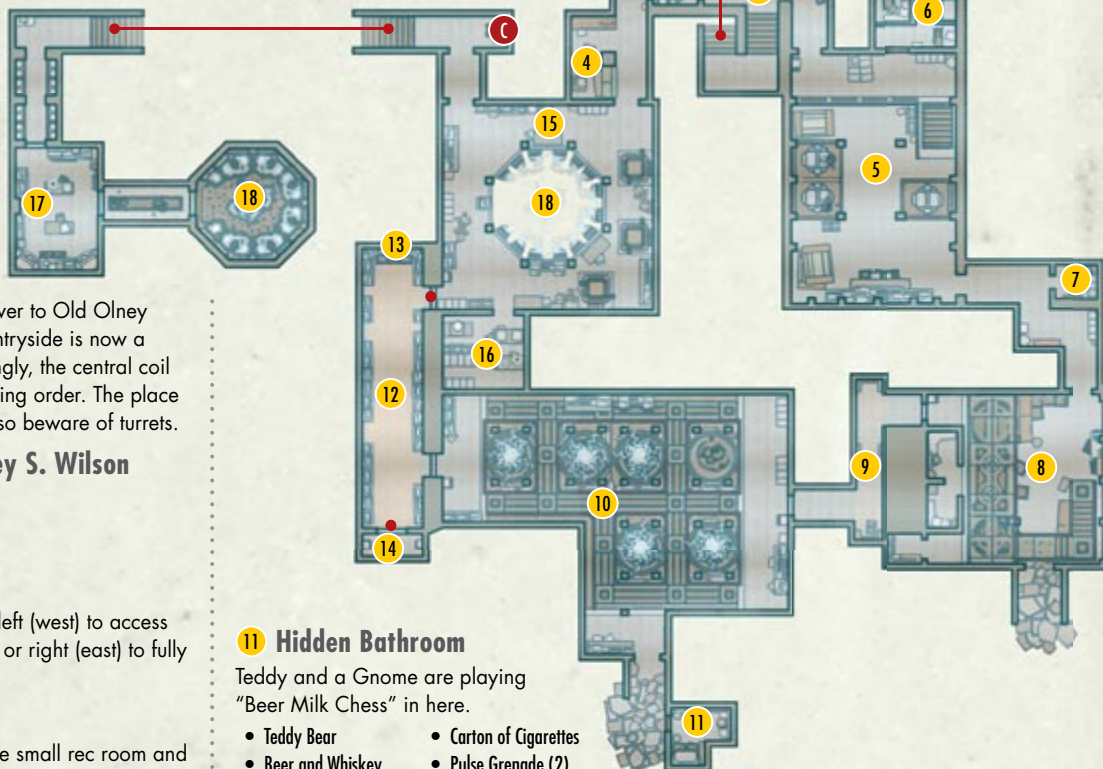
##### **10** Electrical Processing Chamber

The wall terminal on the east wall allows you to shut off the emitters in the radiation corridor. The wall terminal on the west wall powers down a pair of turrets in the computer bank corridor.



*Note*

This settlement was not accessible prior to you accessing Broken Steel.



##### **11** Hidden Bathroom

Teddy and a Gnome are playing "Beer Milk Chess" in here.

- Teddy Bear
- Beer and Whiskey
- Carton of Cigarettes
- Pulse Grenade (2)

##### **12** Computer Bank Corridor

If you've shut down the turrets, they are deactivated to your left (south). If you haven't shut down the turrets, lob in a Pulse Grenade and destroy them. If you disengaged the security system, you can head right (north), and look for the open hatch door on your right. If you didn't, the hatch door is locked.

##### **13** Emergency Electrical Switch

Sprint to the north end of the corridor and activate the Emergency Electrical Switch. The switch opens the door, and closes the turret door, which you can still open if you have a perfect **Lockpick** skill.

##### **14** Turret Placement

Check the miniature playground UFOs and look up!

- Alien Power Cell Ammo Box (2)

##### **15** Coil Chamber

This is a two-level area. Various items are collectable around the balcony. Head into the

actual chamber itself to take the Tesla Coil; refer to **Main Quest: Shock Value** for the three different plans.

##### **16** Tesla Orb Office

- First Aid Box (2)
- Ammunition Box

##### **17** Experimental Laboratory

Hack into the Remote Access Research Terminal to trigger machine failsafe.

- First Aid Box
- Assorted Chems
- Pulse Mine
- Alien Power Cells (3)

##### **18** Tesla Coil

Note the three emergency switches to pull if you fall in here and the coil is active.

- Tesla Coil

##### **C** Ladder to Old Olney

This brings you back to the surface, at the open-air parking lot to the north of Old Olney's streets.



## Secondary Locations

### BS3.A: NEW ENCLAVE CAMP (LAT 12 / LONG 24)



- Main Quest: Broken Steel
- Main Quest: Shock Value
- Threat Level: 4
- Faction: Enclave
- Guns and Ammunition
- Health and Chems

As you close in on Old Olney during your Main Broken Steel Quest, you encounter this newly erected Enclave camp, designed to study and enslave the local Deathclaw population. If you've spoken with Scribe Vallincourt at the Citadel [CW: 9.11], you'll hear the beeping of the Deathclaw Control Scrambler; one of these entities is close by. Expect three to four Enclave soldiers. Optionally you can unlock the Deathclaw Cage and allow the

Deathclaw to savage the Enclave, after which it follows you around until you venture too far from the camp and its head explodes. Check the camp for a Field Operations Terminal and read the Officer's Report and Official Orders. Now inspect the camp for this equipment:

- Plasma Mine
- Energy Cell (60)
- Plasma Pistol
- Ammunition Box (3)
- Enclave Crate Ammunition (2)

## Zone 4: Irradiated Western Plains

### TOPOGRAPHICAL OVERVIEW



With the Talon Company and the hated Raiders battling for control throughout this territory, the Brotherhood of Steel and Rivet City Security wisely decided to avoid this particular zone. However, that didn't prevent a reckless and adventurous Paladin

from bringing a Water Caravan right into the middle of Fort Bannister. Paladin Jensen is convinced that if he breaks free, he can rid the area of Talon Company mercenaries. He's about to be proven wrong....

### PRIMARY LOCATIONS

#### BROKEN STEEL

None

#### ZONE 4

4.11: Fort Bannister (LAT -18/LONG -01)

### SECONDARY LOCATIONS

BS4.A: Paladin Jensen's Last Adventure (LAT -18 / LONG -01)

## Secondary Locations

### BS4.A: PALADIN JENSEN'S LAST ADVENTURE (LAT -18 / LONG -01)



- Main Quest: Broken Steel
- Threat Level: 4
- Faction: Talon Company
- Guns and Ammunition
- Health and Chems
- Inhabitant: Paladin Jensen

The exterior of Fort Bannister [4.11] features the usual Talon Company soldiers on guard (unless you recently slaughtered everyone, in which case this place is deserted), but as you move to the middle of the open-air base, you'll spot a couple of Brahmins with Aqua Pura barrels on their backs. It seems these mercenaries have captured a Brotherhood of Steel Paladin; he's inside the western tent.

You can ask what he's up to (scouting the base to report back on troop patterns before

he was captured, but this was all part of his "plan"), and free him, in which case he runs off, usually into the fort itself, and is cut down by the superior firepower and tactical planning of the Talon Company. After this, Brotherhood reinforcements arrive, and you can side with them, or watch the battle unfold. The only new item is Jensen's Plasma Pistol, which he forgets inside his tent.

- Plasma Pistol

# Zone 5: Central Plains and Potomac

## TOPOGRAPHICAL OVERVIEW

As the traveler draws closer to the D.C. suburbs, and the trails become more heavily trafficked, there is greater likelihood of a Water Caravan appearing, and thus a group of ne'er-do-wells ready to ambush them for the profit this Aqua Pura can provide. Three such locations exist in this zone: a bridge attack just north of Big Town, where a Water Caravan is being attacked; a small ambush camp of female Wastelanders who aren't organized, but are still a minor threat; and Hank's Electrical Supply, a new store that's opened with Raiders guarding Aqua Pura barrels on the roof.

## PRIMARY LOCATIONS

### BROKEN STEEL

None

### ZONE 5

5.03: Hamilton's Hideaway (LAT -07/LONG 07)

5.05: Meresti Trainyard (LAT -01/LONG 07)

5.07: Arefu (LAT -11/LONG 06)

5.08: Fordham Flash Memorial Field (LAT -08/LONG 04)

5.09: Moonbeam Outdoor Cinema (LAT -06/LONG 05)

5.10: Big Town (LAT -04/LONG 03)

5.11: Kaelyn's Bed & Breakfast (LAT -09/LONG 02)

5.12: Vault 106 (LAT -09/LONG 01)

5.13: Jury Street Metro Station (LAT -10/LONG -03)

5.14: Springvale School (LAT -01/LONG -01)



## SECONDARY LOCATIONS

BS5.A: Bridge Attack (LAT -04/LONG 06)

BS5.B: Female Wastelander Camp (LAT -11/LONG 02)

BS5.C: Hank's Electrical Supply (LAT -11/LONG -03)

## Secondary Locations

### BS5.A: BRIDGE ATTACK (LAT -04 / LONG 06)



- Main Quest: Broken Steel
- Threat Level: 2
- Services: Repairer, Trader

Wander north of Big Town [5.10], and you'll hear shouting as you approach the bridge that crosses the river, near to the Riverside Raider Shacks [5.K] to the northeast. A Water Caravan (with Rivet City Security guards) is being attacked by a few Slavers, with possible crossfire coming in from the Raiders, too. You can watch, help, or butcher everyone. If the merchant with the caravan survives, you can Trade or get items Repaired from him.

### BS5.B: FEMALE WASTELANDER CAMP (LAT -11 / LONG 02)



- Main Quest: Broken Steel
- Threat Level: 2
- Faction: Wastelander
- Sleep Mattress

On the road west of Kaelyn's Bed & Breakfast [5.11], and east of the VAPL-58 Power Station [4.10], there's some hastily erected walls and three female Wastelanders, who are curt and unpleasant, but not hostile. Attack them if you wish, then inspect their small camp for sleeping mattresses and the following items, including a Holotape revealing that these ladies are waiting to ambush a Water Caravan using good looks and charm, thanks to "Jed's" advice.

- Party Hat and Jet (2)
- Sexy Sleepwear (2)
- Leather Armor
- Holotape: Wastelander Holotape #1

### BS5.C: HANK'S ELECTRICAL SUPPLY (LAT -11 / LONG -03)



- Main Quest: Broken Steel
- Threat Level: 2
- Faction: Raider
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Work Bench

On the surface streets of Jury Street Metro Station [5.13], a new building is open for business, guarded on the rooftop by a couple of Raiders with Aqua Pura barrels. Raider graffiti is noticeable as you enter the building.

#### A Door to Capital Wasteland

#### 1 Store

Expect Raider battles inside this store, which features a host of electrical equipment, none



of which is needed for your quest. Open the cell door to reach the stockroom and counter.

## 2 Stockroom and Counter

Inspect the tool cabinets, check the Work Bench, and look for the following items (note the ladder in the northeast corner).

- Work Bench
- .32 Pistol and Ammo
- Ammunition Box
- First Aid Box

## 3 Office

Tackle the foe in here, check for the items listed, then locate the terminal, which unlocks the floor safe.

- Mentats
- Floor Safe Items

## B Ladder to Roof

There's been a messy incident in the sink next to this ladder. Climb to the roof, defeat the foes if you haven't already, then take in the view.

## Hank's Electrical Supply



# Zone 7: Southwest Territories

## TOPOGRAPHICAL OVERVIEW

A major location for Broken Steel, the newly discovered Rockland Car Tunnel to the southwest has been overrun by Enclave forces, which are currently being routed from that position by a considerable show of force under the command of Paladin Tristan of Lyon's Pride. Pushing out of the Capital Wasteland, you discover a Satellite Relay Station under Enclave control, and after a slight mishap with Liberty Prime, a thorough and violent exploration is called for. There are two other secondary locations in these parts too; the usual nasty surprise outside Evergreen Mills, and a Water Caravan attack close to Tenpenny Tower.

## PRIMARY LOCATIONS

### BROKEN STEEL

**BS7.01: Rockland Car Tunnel (LAT -30/LONG -18)**

- BS7.01.1: Satellite Relay Station
- BS7.01.2: Satellite Facility Interior

**BS7.02: Satellite Relay Tower Exit (LAT -30/LONG -15)**

### ZONE 7

- 7.03: Smith Casey's Garage (LAT -22/LONG -08)
- 7.04: Evergreen Mills (LAT -18/LONG -07)
- 7.05: Girderside (LAT -26/LONG -11)
- 7.06: VAPL-66 Power Station (LAT -23/LONG -14)
- 7.07: Jocko's Pop & Gas Stop (LAT -22/LONG -12)
- 7.08: VAPL-84 Power Station (LAT -15/LONG -12)
- 7.09: F. Scott Key Trail & Campground (LAT -27/LONG -15)
- 7.10: RobCo Facility (LAT -14/LONG -15)

**7.11: Dunwich Building (LAT -26/LONG -18)**

**7.12: Warrington Trainyard (LAT -20/LONG -17)**

**7.13: Warrington Station (LAT -18/LONG -19)**

**7.14: Tenpenny Tower (LAT -16/LONG -17)**

## SECONDARY LOCATIONS

**BS7.A: Free Water (LAT -15/LONG -05)**

**BS7.B: Warrington Caravan Ambush (LAT -18/LONG -18)**



## Primary Locations

### BS7.01: ROCKLAND CAR TUNNEL (LAT -30 / LONG -18)

- Main Quest: Broken Steel
- Main Quest: Death from Above
- Threat Level: 4
- Faction: Enclave
- Sleep Mattress
- Guns and Ammunition
- Health and Chems
- Inhabitant: Paladin Tristan



A wide tunnel that used to ferry cars away from the Warrington Street area has been blocked for centuries and is now a staging ground for the Brotherhood of Steel. Captured or shot Enclave soldiers are inspected, and their armor separated so the Brotherhood has a continuous supply of armor for recycling. Lately, this area has been hard fought over, and the Brotherhood pushes the Enclave back toward a recently discovered satellite base.



### A Door to Capital Wasteland

#### 1 Small Storage Room

- Ammunition Box (5)
- Sledgehammer
- 10mm Pistol (2)
- Tire Iron

#### 2 Small Generator Room

There is a small Aqua Pura crate in here, along with some minor items.

- Nuka-Cola and Food

#### 3 Paladin Tristan Location

You meet Tristan here the first time you explore this location.

#### 4 Refuse Pile

There are crates, tires, and a trash pile with dead Enclave soldiers on it.

- Ammunition Box
- Enclave Power Helmet (4)
- Enclave Power Armor (4)
- Laser Pistol and Ammo (4)

#### 5 Enclave Soldier Inspection

A Scribe is performing a check on an Enclave body. Nearby are discarded Enclave Soldier corpses.

- Enclave Power Armor (3)
- Laser Pistol and Ammo
- Enclave Power Helmet (3)

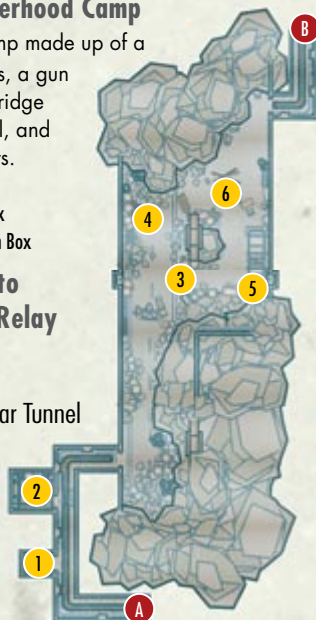
#### 6 Brotherhood Camp

A small camp made up of a table, chairs, a gun cabinet, a fridge with alcohol, and other objects.

- Safe Items
- First Aid Box
- Ammunition Box

#### B Door to Satellite Relay Station

Rockland Car Tunnel

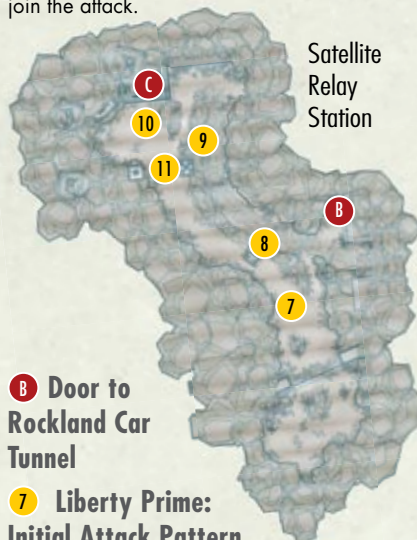


### BS7.01.1: SATELLITE RELAY STATION



After questioning an Enclave prisoner, the Brotherhood of Steel has discovered an

Enclave presence at a Satellite Relay Station deep in the Capital Wasteland. Why they are there is unknown, but Elder Lyons wants to take no chances and sends you out there to meet Liberty Prime and the Lyon's Pride and join the attack.



#### B Door to Rockland Car Tunnel

#### 7 Liberty Prime: Initial Attack Pattern

Prime appears from this location during the attack on the station.

#### 8 Enclave Defenses

Prime

#### 9 Enclave Defenses

Prime

#### 10 Liberty Prime: Final Attack Pattern

This is where Prime pushes a hole through and receives an orbital strike.

#### 11 Prime's Head

This is the final resting place of Prime's head casing. Chat with him if you wish.

#### C Door to Satellite Facility

### BS7.01.2: SATELLITE FACILITY INTERIOR

When you arrive at the Satellite Relay Station, Liberty Prime and the Brotherhood of Steel are already engaging the Enclave. Prime makes short work of the forces on the exterior of the place and begins scanning the Satellite Relay. Suddenly, Prime warns all units to immediately clear the area, announcing: "Uplink to orbital platform detected...incoming orbital strike imminent!" A few moments later a hail of missiles rains down on Prime and obliterates him. It's clear that the Enclave has control of a frightening weapon: an orbiting missile platform! You are told to enter the base and retrieve whatever data you can from the Satellite Relay's computers for analysis. You make your way through the Satellite Relay Station eliminating the Enclave as you reach

the control room. Once there, you offload the telemetry from the computers to your Pip-Boy and exit this base.

#### C Door to Satellite Relay Station

#### 12 Ruined Generator Chamber

- Whiskey
- Caps (7)

#### 13 Restroom and Storage

Expect heavy resistance from the Enclave forces, and a battle with them and your Brotherhood brethren.

- First Aid Box

#### 14 Main Generator and Stairwell

- Ammunition Box

#### 15 Stairwell

Expect fierce fighting up this multi-level staircase.

#### 16 Small Mess Hall

Expect Enclave Soldiers to retreat to this point.

#### 17 Tiny Server Room

Attack the Enclave and an Enclave Scientist in here.

#### 18 Stairwell

Fighting continues down this stairwell.

#### 19 Stairwell Platform

Enclave Soldiers may be waiting for you here.

#### 20 Bunk Bed Room

There are mattresses to sleep on here.

- Enclave Power Helmet
- Laser Rifle

#### 21 Enclave Barricade

The tunnel to the northwest has the following items:

- Ammunition Box (3)

#### 22 Stairwell Base

- Ammunition Box

#### 23 Locker and Microfiche Room

Unlock the door to access a tiny storage room with:

- First Aid Box

#### 24 Server Room

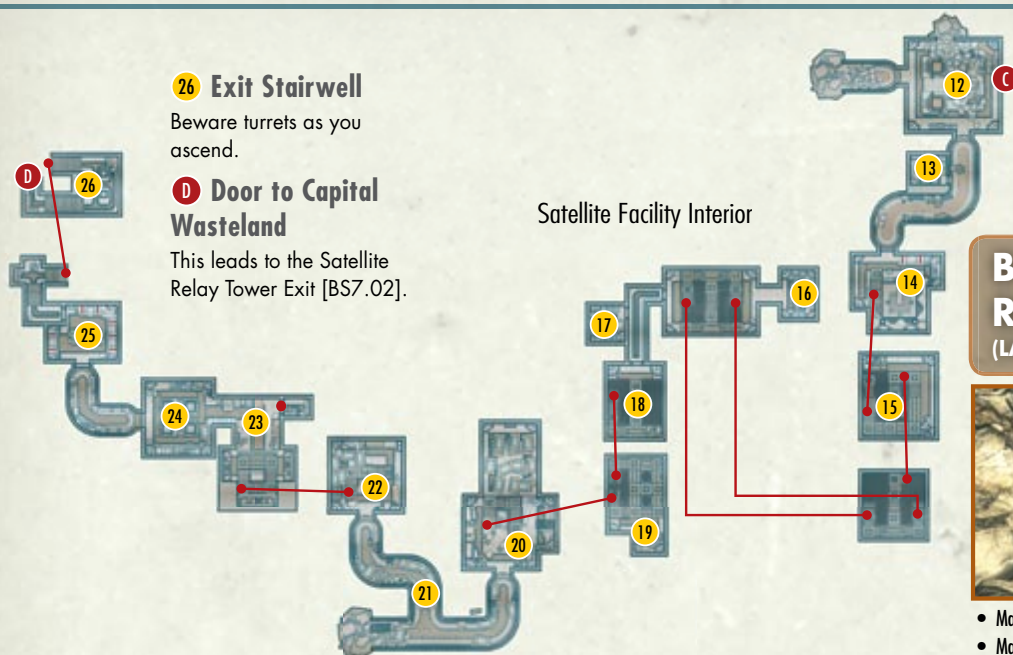
- Enclave Crate Ammunition (2)
- First Aid Box

#### 25 Main Server Room

The Satellite Uplink Terminal is here. You cannot access the Server Uplink or Update Standing Orders, but you can Request New Telemetry Data:

- » Access this, and Telemetry Data (which is scrambled and unreadable) is downloaded to your Pip-Boy once you select the menu option. Once this has occurred, your objective updates.
- Encrypted Telemetry Data
- First Aid Box



**26 Exit Stairwell**

Beware turrets as you ascend.

**D Door to Capital Wasteland**

This leads to the Satellite Relay Tower Exit [BS7.02].

Satellite Facility Interior

**BS7.02: SATELLITE RELAY TOWER EXIT**

(LAT -30 / LONG -15)



- Main Quest: Broken Steel
- Main Quest: Death from Above
- Threat Level: 1
- Faction: Enclave

The exit to the Relay Tower places you back in the Capital Wasteland, west of the F. Scott Key Trail & Campground [7.09]. You cannot return here (except by repeating the previous path) once you drop down.

## Secondary Locations

**BS7.A: FREE WATER**  
(LAT -15 / LONG -05)

- Main Quest: Broken Steel
- Threat Level: 3
- Faction: Raider
- Corpse Trap

On the railroad northeast of Evergreen Mills [7.04] is a suspicious sign that reads "Free Water." A crate of Aqua Pura barrels props the sign up, and the body of a Wastelander is on the ground below the sign. Approach the sign,

and the corpse explodes (although you can Disarm the trap just like a Baby Carriage Trap), and you're ambushed by Raiders from the rocks left and right of you. Perhaps the Jefferson Memorial is a better place to find free water?

**BS7.B: WARRINGTON CARAVAN AMBUSH**  
(LAT -18 / LONG -18)

- Main Quest: Broken Steel
- Threat Level: 3
- Factions: Brotherhood of Steel, Raider
- Services: Repairer, Trader



On the road that heads north from Warrington Station [7.13] and heads west of Tenpenny Tower [7.14], a Water Caravan with Brotherhood of Steel guards is approached by a thirsty Wastelander, who then reveals himself to be a Raider, and an ambush occurs. Watch, or help out, and gather any scavenged pickings afterward. If the merchant with this caravan survives, you can get items Repaired, and Trade.

## Zone 8: Southern Plains & D.C. Outskirts

**TOPOGRAPHICAL OVERVIEW**

With Water Caravans crossing the trails in this zone, it is only a matter of time before you come across an argument over water. The best location to eavesdrop on such a fracas is when you're close to Megaton. Residents of this settlement have already been complaining since their

initial shipment went missing, and now Wastelanders are keen for more than their fair share. Coincidentally, a group of religious folk have recently taken over a building in Springvale, and are preaching a holy, if rather radioactive, future. Closer to town, meanwhile, battle-weary Enclave soldiers seek surrender, while others are keen to guard their water.



### PRIMARY LOCATIONS

#### BROKEN STEEL

BS8.01: Holy Light Monastery  
(LAT -01/LONG -04)

8.03: Megaton (LAT -01/LONG -06)

#### ZONE 8

8.01: Vault 101 (LAT -04/LONG -04)

8.02: Springvale (LAT -02/LONG -04)

8.03: Megaton (LAT -01/LONG -06)

8.04: Fort Independence  
(LAT -06/LONG -13)

8.05: Fairfax Ruins (LAT -04/LONG -12)

8.06: Cliffside Cavern  
(LAT -10/LONG -17)

8.07: Andale (LAT -05/LONG -17)

8.08: Red Racer Factory  
(LAT 02/LONG -15)

8.09: The Overlook Drive-in  
(LAT -08/LONG -18)

8.10: Nuka-Cola Plant  
(LAT -01/LONG -19)

### SECONDARY LOCATIONS

BS8.A: Wastelander Water Request (LAT -02/LONG -05)

BS8.B: Enclave Outcasts (LAT -02/LONG -16)

BS8.C: A Talon Company Crate (LAT 00/LONG -18)



## Primary Locations

### BS8.01: HOLY LIGHT MONASTERY (LAT -01/ LONG -04)



- Main Quest: Broken Steel
- Miscellaneous Quest: Holy Water
- Threat Level: 5
- Faction: Wastelander
- Radiation Trap
- High Radiation
- Interior Exploration
- Sleep Mattress
- Inhabitants: Atom's Champion, Brother Gerard, Mother Curie III, Son of Atom

Holy Light Monastery



Also known as the Eternal Light Monastery, this houses a small (and insane) cult that believe they are the Apostles of Eternal Light, and demand their followers "cleanse" themselves with a massive dose of radiation. This

has the side-effect of gradually turning their followers into Ghouls. Curie has recently intercepted a water caravan from Scribe Bigsley [9.14] and is changing the water to match her cosmology. The "Monastery" itself is a ruined house in Springvale [8.02], and is guarded by Brother Gerard. He has "Holy Water" (irradiated water) and a Key if you kill him, or follow his instructions. Note the "radiation trap" bathtub on the premises, which allows access to the Cellar Door to Eternal Light Monastery on this property.

- Holy Water
- Monastery Key

#### **A** Door to Capital Wasteland

#### **1** Mother Curie III's Preaching Pews

Mother Curie III will be eulogizing at this location.

#### **2** Bunk Beds

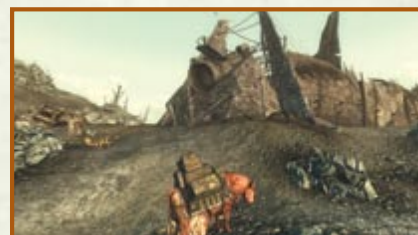
You can sleep here.

#### **3** Lower Cellar

The fearsome Son of Atom and Atom's Champion reside here. There's a radiation trap here too; use it if you want to irradiate yourself as part of a scheme to convince Mother Curie III to stop her cult.

- Aqua Pura (8)
- Dirty Water (3)
- Purified Water (3)

### 8.03: MEGATON (LAT -01/ LONG -06)



- Miscellaneous Quest: The Power of the Atom
- Main Quest: Broken Steel
- Miscellaneous Quest: Holy Water
- Threat Level: 4
- Inhabitant: Mother Curie III



#### Note

For a complete investigation of Megaton, please consult page 388.

Aside from the commotion outside Megaton (noted below in the Secondary Locations section), there are two additional aspects to Megaton that are affected once the Aqua Pura starts to flow:

#### TAKE A PAMPHLET

Rosa gives you a clue to the location of the Holy Light Monastery, but you can find other, new hints too. When wandering around Megaton, a Settler may stop you and tell you about the water problems. Also, dotted around Megaton are pamphlets nailed to different surfaces. They can be (optionally) found at all of the following locations:



- » Interior gate, as you enter Megaton (Capital Wasteland side).
- » The front door of the Water Processing Plant.
- » The front door to Moriarty's Saloon.
- » The door to your house (or the Abandoned House).

## ANOTHER MOTHER



## Note

This only applies if you begin **Miscellaneous Quest: Holy Water** with Megaton intact, then complete **Miscellaneous Quest: The Power of the Atom** and destroy Megaton, and then return to Megaton prior to concluding the Holy Water Quest.

When you return to the glow of the fallout, you'll see some new transformations. Mother Curie III is a violent Feral Reaver, and a nasty piece of work to take down. She's wandering the entrance to Megaton, near Deputy Weld's buried head. Brother Gerard is now a Ghoul and has also lost all higher brain functions. Slay them or flee.

## Secondary Locations

BS8.A: WASTELANDER WATER REQUEST  
(LAT -02 / LONG -05)

- Main Quest: Broken Steel
- Threat Level: 2
- Factions: Brotherhood of Steel, Wastelander
- Services: Repairer, Trader
- Inhabitant: Rosa Meitner

Rosa gives out deadly water to the thirsty (**Miscellaneous Quest: Holy Water**), and when you approach the northern outskirts of Megaton [8.03], you may run into an argument between Wastelanders living in the area, and the caravan guards, as well as two heavily armored Brotherhood of Steel Soldiers. You can do the following:

Leave the argument to boil over into violence, then watch, or pick a side, or tackle the Wastelanders with the Brotherhood.



Or you can use **Speech** skill to stop this verbal sparring and agree to peaceful compromise, averting a battle.

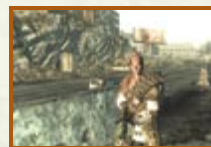
Trade and Repair with the merchant, if he survives the fight.

BS8.B: ENCLAVE OUTCASTS  
(LAT -02 / LONG -16)

- Main Quest: Broken Steel
- Threat Level: 1
- Factions: Enclave, Outcast

On the road south of Andale [8.07], a heavily armored Brotherhood Outcasts squad patrols the road to town. Follow them past the Jackknifed Truck [8.W], and down the hill toward what was once a well-defended (if tactically problematic) Enclave Camp [E8.06]. It seems

the Enclave panicked after the drubbing they received, and wish to stop fighting. Three Enclave Soldiers (with their dead Officer at their feet) meet the Outcasts, and wish to discuss terms of surrender. Or, a frenzied Enclave Officer has survived the mutiny. Either way, it doesn't end well for the Enclave.... Inspect the corpses and fight the Outcasts only if you want to.

BS8.C: A TALON COMPANY CRATE  
(LAT 00 / LONG -18)

- Main Quest: Broken Steel
- Threat Level: 2
- Faction: Talon Company

The main road that bends around to the northeast of the Nuka-Cola Plant [8.10] has a group of Talon Company Mercs patrolling a crate of Aqua Pura barrels on the northern side of the road. They don't take kindly to intruders.

Zone 9: Exterior D.C.  
Metro. Ruins

## TOPOGRAPHICAL OVERVIEW

The majority of the Aqua Pura-based activities that have occupied most of the Brotherhood's time over this past two weeks are centered on this zone. This is where the Aqua Pura is manufactured and distributed. The Citadel is as busy as ever, with multiple attacks planned on the remaining Enclave fortifications the Brotherhood has found. And there are other, less savory jobs to do, such as clearing out the dwindling population of Mirelurks, now unable to survive in the increasingly pure waters of the Tidal Basin.

## PRIMARY LOCATIONS

## BROKEN STEEL

- 9.04: Wilhelm's Wharf (LAT 07/LONG -07)
- 9.11: The Citadel (LAT 08/LONG -14)  
BS 9.11.1: The Citadel (Ruins)
- 9.14: Jefferson Memorial (LAT 13/LONG -17)
- 9.15: Rivet City (LAT 18/LONG -17)

## ZONE 9

- 9.03: Sewer Waystation (LAT 04/LONG -08)
- 9.05: Flooded Metro (LAT 08/LONG -08)



- 9.06: Anchorage Memorial (LAT 10/LONG -07)
- 9.07: Tepid Sewers (LAT 11/LONG -07)
- 9.08: Dukov's Place (LAT 11/LONG -08)
- 9.09: Grayditch (LAT 05/LONG -09)
- 9.10: Marigold Station (LAT 06/LONG -11)
- 9.12: Irradiated Metro (LAT 13/LONG -13)
- 9.13: Alexandria Arms (LAT 07/LONG -17)
- 9.16: Anacostia Crossing (LAT 19/LONG -16)
- 9.17: Flooded Metro (LAT 04/LONG -18)
- 9.18: Arlington Library (LAT 08/LONG -19)

### SECONDARY LOCATIONS

- 9.M: Scavenger's Shack (LAT 12/LONG -11)
- BS9.A: Jefferson Caravan (LAT 13/LONG -17)
- BS9.B: Burning Floaters (LAT 15/LONG -17)
- BS9.C: Rivet City Caravan (LAT 17/LONG -18)
- BS9.D: The Lone Barrel Ambush (LAT 08/LONG -20)



## Primary Locations

### 9.04: WILHELM'S WHARF (LAT 07 / LONG -07)



- Main Quest: Broken Steel
- Miscellaneous Quest: Protecting the Water Way
- Threat Level: 4
- Faction: Bandit
- Services: Trader
- Danger: Low Radiation
- Interior Exploration
- Lots o' Caps
- Sleep Mattress
- Inhabitants: Grandma Sparkles, Split Jack

Once you've discovered who is responsible for attacking water caravans at the start of **Miscellaneous Quest: Protecting the Water Way**, you learn the Bandits' base camp is over at Wilhelm's Wharf, where Grandma Sparkles plies her wares. You can meet the Bandit leader (Split Jack) and slay him, or challenge him to a duel. Then you can continuously return to this spot after agreeing to extort Caps from Officer Lepelletier over at Rivet City [9.15]. Or, you can kill everyone.

- Caps

### 9.11: THE CITADEL (LAT 08 / LONG -14)



- Main Quest: The Waters of Life
- Main Quest: Picking up the Trail
- Main Quest: The American Dream
- Main Quest: Take It Back!
- Freeform Quest (7)
- Threat Level: 2
- Faction: Brotherhood of Steel
- Services: Healer, Repairer
- Collectible: Skill Book (2)
- Area Is Locked
- Follower
- Guns and Ammunition
- Health and Chems
- Highly Visible Landmark
- Interior Exploration
- Loads o' Caps
- Perk!
- Sleep Mattress
- Work Bench
- Inhabitants: Elder Owyn Lyons, Sawbones, Scribe Rothchild, Scribe Vallincourt, Sentinel Sarah Lyons

This large building is the remains of an old operations base known as "the Pentagon." Once Project Purity was deemed a success, the Brotherhood of Steel, who use this building as a central base of operations, began to put a two-pronged plan into action; the removal of any remaining Enclave forces, and the distribution of Aqua Pura to as many Wastelanders as possible.

The Citadel remains largely unchanged from your previous visits here. For a complete tour of

the Citadel, refer to page 404. Listed in this section are areas that differ once you begin the Broken Steel quests.

#### THE CITADEL COURTYARD

- A** Door to Capital Wasteland
- B** Door to Citadel A Ring / Courtyard
- C** Door to Citadel Laboratory / Courtyard
- 6** Gun Range

Test your weaponry at this long gun range. There are also gantry steps to climb around the perimeter. The central area remains closed except for Vertibird landings and takeoffs. Scattered throughout the courtyard are Aqua Pura barrels and the following:

- Aqua Pura Crate (7)
- Aqua Pura (10)

#### CITADEL: A RING

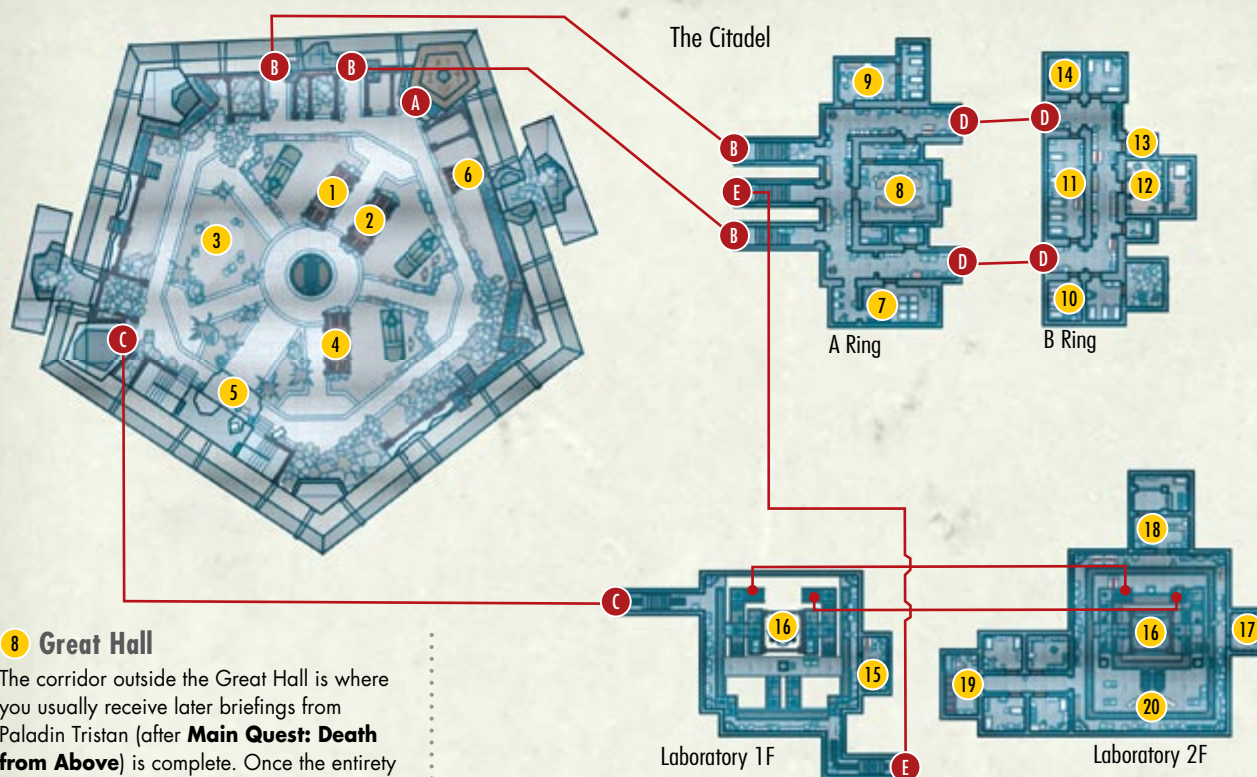
- D** Door to Citadel B Ring / A Ring
- Teddy Bear
- A** Door to Citadel Laboratory / A Ring

#### 7 Archives and Library

You can speak to Scribe Jameson about the Brotherhood (their history, beliefs, and the like) and Super Mutants, and learn the location of Scribe Yearling [Arlington Library, 9.18]. In addition, there are three terminals to access.

- Aqua Pura (2)





## 8 Great Hall

The corridor outside the Great Hall is where you usually receive later briefings from Paladin Tristan (after **Main Quest: Death from Above**) is complete. Once the entirety of the Main Quest is done, Tristan gives you **Freeform Quest: Blood Brotherhood**.

- Food and Alcohol
- Aqua Pura (23)
- Combat Knife

## 9 The Den

This is the usual location of Paladins Kodiak (where you can begin **Freeform Quest: The Scourge**) and Glade (who completes **Freeform Quest: Gallows Humor**). The room has a broken terminal, food in the fridge, and mattresses. Check the foot of the bed to the south for a Skill Book, and the corridor near the Door to B Ring for another Aqua Pura Crate.

- Brotherhood Holotags
- Aqua Pura Crate (2)
- Guns and Bullets (16/25)
- Whiskey and Beer
- Aqua Pura (15)

## CITADEL: B RING

### 10 Barracks (South)

This provides a place to sleep (there are a few scattered food packages on the shelving) and a Citadel Information Terminal. Check the other similarly sized rooms for more items:

- Whiskey and Food
- Aqua Pura (8)

### 11 Barracks (Central)

The same type of beds and terminals are available here.

- Hunting Rifle
- Aqua Pura Crate
- Aqua Pura (5)

### 12 The Solar

Elder Lyons's personal quarters contains a Personal Log detailing his thoughts. Unlock the safe or terminal to take a unique Laser Pistol. Also in the safe is the second Personal Log. You can kill Lyons to steal his unique Robe,

although this is not recommended! There are entries to read on the terminal.

- Combat Knife (58/152)
- Wall Safe Items
- Aqua Pura (4)
- Aqua Pura Crate
- Elder Lyons's Robe
- Smuggler's End (59/152)
- Holotape: Personal Logs 1 and 2

### 13 Squire Maxson's Bedroom

The terminal in here holds five entries.

- Aqua Pura

### 14 Hospital

You can begin a Freeform Quest here and take your life into your own hands with Sawbones the Doctor. During **Main Quest: Broken Steel**, you wake up at this location to speak with Elder Lyons, after the culmination of your progress during **Main Quest: Take It Back!**

- Med-X
- Aqua Pura (3)
- Aqua Pura Crate
- Medical Storage Wall Items

## CITADEL: LABORATORY AND ARMORY

### 15 Smithy (Upper Floor)

Scribe Bowditch can Repair your equipment.

- Aqua Pura (2)
- Power Armor
- Work Bench
- Holotape: The Replicated Man (16/24)

### 16 Liberty Prime Operations

With Prime out on patrol at the Satellite Relay Station [BS7.01.1], Rothchild is attending to other matters. Conduct a check of the upper balcony and ground level, to secure the following:

- Aqua Pura (3)
- Aqua Pura Crate
- Holotape: Personal Logs 3

### 17 Lower Floor Restrooms

Check the tiny crate for a Skill Book.

- Aqua Pura
- Duck and Cover! (19/25)

### 18 Armory

Complete **Freeform Quest: No Free Lunch**. Afterward, Knight Captain Durga sells some of the best equipment in the Wasteland and Repairs your items.

### 19 Mess Hall

There's food in three fridges here and in the mess hall. Scribe Rothchild and Scribe Vallincourt are usually in this area (usually in one of the sleeping quarters), if you need to speak to them during **Main Quest: Shock Value**, or for Freeform Quests after Broken Steel is completed.

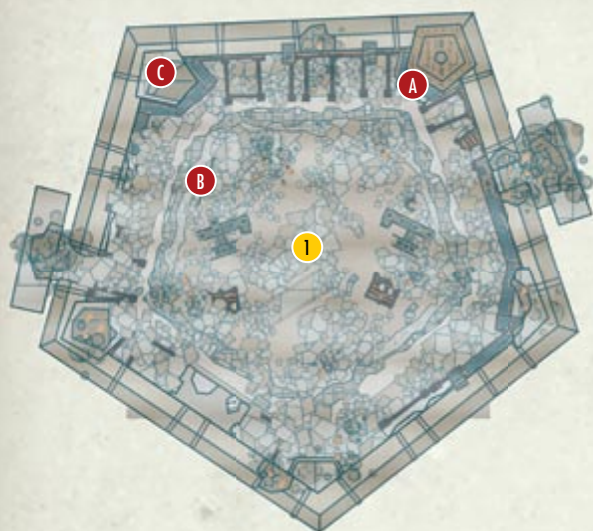
- 10mm Pistol
- Food and Beer
- Aqua Pura (31)

### 20 Liberty Prime Parts

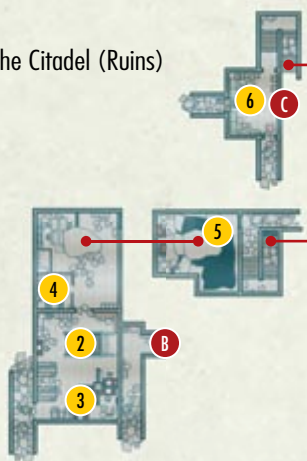
Once **Main Quest: Who Dares Wins** is over, head to this part of the Citadel, where Scribe Rothchild is starting the laborious task of rebuilding Liberty Prime. The robot's head is here, and you can speak to it, as well as agree to gather items necessary for Rothchild for **Freeform Quest: Getting Ready for Prime Time**. The following items are here:

- Aqua Pura (4)
- Tesla Cannon (2)





The Citadel (Ruins)



### BS 9.11.1: THE CITADEL (RUINS)



- Main Quest: Broken Steel
- Main Quest: Who Dares Wins
- Threat Level: 2
- Faction: Brotherhood of Steel
- Collectible: Mini-Nuke (3)
- Guns and Ammunition
- Health and Chems
- Highly Visible Landmark
- Interior Exploration
- Rare or Powerful Item

If you sickened yourself of Lyon's Pride, and requested an Orbital Strike on the Citadel instead of the Air Force Base Crawler, when you return to the Capital Wasteland, all Brotherhood of Steel Soldiers are hostile to you, and the Citadel is a smoking husk. The entrance pathway from the Wasteland is still the same, but the place looks a whole lot different once you step inside!

#### A Door to Capital Wasteland

#### 1 Courtyard Rubble Pile

The entire interior of the Citadel has been compromised. There are no survivors. The A-Ring, B-Ring, and Laboratory are all destroyed. Picking through the rubble, the only area of interest is the door at the rubble base (B). The other door leading to the armory is inaccessible (exit-only).

#### B Door to Citadel Armory

#### 2 Stairs to Office and Armory

#### 3 Office Cubicles and Callahan's Terminal

Pass the shelf with the Lunch Box and Caps, and move around to the cubicle near the

southeast corner; the one with the intact Terminal and Teddy Bear. There's an inaccessible wall safe.



Hack into Callahan's Terminal using **Science**. Inside, you can view a 200-year-old series of incident reports by U.S. Military Police Officer Harold Callahan.

The terminal reveals three incidents reports, all expertly handled by Harold. You can also unlock Callahan's safe; it contains some ammunition, as well as Callahan's Magnum, a unique and powerful weapon.

- Teddy Bear
- Callahan's Magnum and Ammo (108/152)

#### 4 Armory

Optionally check the Armory 089A Terminal near the gun cabinets, where the Brotherhood of Steel logged equipment. There are five options; you can no longer Log New Items, as the Citadel's mainframe has been destroyed. Read the other item entries to learn about some of the weapons stored in the Armory. You can ransack the armory, staggering away with a massive amount of loot.



There's Health, Nuka Grenades, and a Sniper Rifle in a smaller, locked cage. Use **Lockpick** to open it.

- Alien Power Cell (72)
- Microfusion Cell (100)
- Flamer Fuel (60)
- Laser Rifle (3)
- 10mm Round (36)
- 5.56mm Round (96)
- Plasma Grenade (4)
- Mini-Nuke (73-75/92)
- .308 Caliber Round (72)
- 5mm Round (200)
- Missile (9)
- Laser Pistol (2)
- Energy Cell (100)
- Ammunition Box (6)
- Tesla Cannon (2)
- Electron Charge Pack (32)
- Sniper Rifle
- Nuka Grenade (3)
- First Aid Box (3)

#### 5 Exit Route

When you're ready to depart, ascend up the fallen ceiling "ramp" and move to the doorway in the northeast corner.

#### 6 Exit Room

Climb the stairs, then look for the Door to the Citadel Courtyard.

#### C Door to Citadel Courtyard

This leads to a crumbling balcony overlooking the devastated courtyard. Once you drop from here, you must re-enter the armory to reach it again.

## 9.14: JEFFERSON MEMORIAL (LAT 13 / LONG -17)



- Main Quest: Broken Steel
- Miscellaneous Quest: Protecting the Water Way
- Miscellaneous Quest: Holy Water
- Miscellaneous Quest: The Amazing Aqua Cura!
- Threat Level: 2
- Faction: Brotherhood of Steel
- Guns and Ammunition
- Health and Chems

A lot has changed in two weeks. Project Purity is outputting gallons of sparkling and pure water into the Tidal Basin surrounding the memorial, and the main bottling operation is by the bridge, just northwest of the entrance to the gift shop, where Scribe Bigsley resides.

Inside the memorial, you can visit the gift shop area and rotunda, but all other areas are sealed. The only area of interest (after a gathering of items) is the gift shop itself.

- First Aid Box (2)
- Ammunition Box (3)

Bigsley isn't particularly thrilled to see you; he is either slumped over his desk, or talking curtly to a subordinate. Your verbal actions allow you to begin any of the Miscellaneous Quests from this point.



If you want to steal a look at Bigsley's terminal, it's straightforward to hack using **Science**. The computer has five options:

- » The Mission Brief entry gives information about water supplies sent to various locales. Some supply caravans are missing, others have been attacked, and a few have been successful.
- » Read Mission Reports on Big Town (ambushed by Mutants), Megaton (Mother



Curie received the deliver and is in charge of distribution), and Rivet City (successful, although a pipeline would be easier).

- » Requisitions shows the available assets. You cannot access these.
- » There are only 24 Caps in the Petty Cash account!

#### Logs

- » Bigsley's Logs about the difficulties of water distribution. Among the entries, you learn that some Ghouls from Underworld offered to pay Bigsley for shipments. He agreed! Your objective updates.

Once you're done at the terminal, begin any of the three Miscellaneous Quests. To prevent backtracking, start all three the first time you meet Scribe Bigsley, if you wish.

## 9.15: RIVET CITY (LAT 18 / LONG -17)



- Main Quest: Broken Steel
- Miscellaneous Quest: Protecting the Water Way
- Threat Level: 2
- Faction: Wastelander
- Guns and Ammunition
- Lots o' Caps
- Inhabitant: Officer Lepelletier



### Note

For a complete investigation of Rivet City, please consult page 407.

Aside from the additional water caravans that leave periodically from the rusting bridge tower on the entrance side of Rivet City, the security services have moved a desk for the head of the Water Distribution Network to use as a base of operations. This is where you'll find Officer Lepelletier. Locate her when you wish to begin **Miscellaneous Quest: Protecting the Water Way**.



With enough **Speech** skill, you can request a Plasma Rifle from her.

If you're successful in your quest, you can return to Lepelletier, and extort 500 Caps, or a weekly stipend that you collect from the Bandits at Wilhelm's Wharf [9.04]. Should you choose an extortion plan, do not return to Rivet City, or Lepelletier is hostile.

- Plasma Rifle and Ammo
- 500+ Caps

## Secondary Locations

### 9.M: SCAVENGER'S SHACK (LAT 12 / LONG -11)



- Low Radiation
- Inhabitants: Officer Davis, Officer Lorin

- Main Quest: Broken Steel
- Miscellaneous Quest: Protecting the Water Way
- Threat Level: 2
- Factions: Bandit, Wastelander
- Services: Repairer, Trader

Once you commence **Miscellaneous Quest: Protecting the Water Way**, you must journey to this shack, as the water caravan is being attacked by Bandits on the adjacent path. After combat, search any Bandit for a Holotape to update your objective.

- Holotape: New Meeting Place

### BS9.A: JEFFERSON CARAVAN (LAT 13 / LONG -17)



- Main Quest: Broken Steel
- Threat Level: 2
- Factions: Brotherhood of Steel, Enclave
- Services: Repairer, Trader

At the site of the main bottling facility outside the Jefferson Memorial [9.14], Water Caravans wander down from Rivet City, running the gauntlet of the Super Mutant Bonfire [9.S] to reach this location and stock up on water for the trip. As you reach this point, a small Enclave presence attempts to disrupt the proceedings, and is promptly massacred (especially if they bring in an Enslaved Deathclaw and it picks up the signal from your Deathclaw Control Scrambler. Read the section on Jefferson Memorial for more information on this area.

### BS9.B: BURNING FLOATERS (LAT 15 / LONG -17)



- Main Quest: Broken Steel
- Threat Level: 2
- Faction: Brotherhood of Steel

At the eastern end of the tidal basin (the water around the Jefferson Memorial [9.14]), two Brotherhood initiates have been tasked with clearing up the dead and dying Mirelurks, who seem to be waning due to the "purities" in the water. One initiate fires on them while the other burns them off. You can talk to the initiates about this.

### BS9.C: RIVET CITY CARAVAN (LAT 17 / LONG -18)



- Main Quest: Broken Steel
- Threat Level: 2
- Faction: Wastelander
- Services: Repairer, Trader

The Water Caravans begin and end their journey from outside Rivet City, and merchants as well as Rivet City guards are here, moaning about the problems they've encountered along the way. Check the start of this chapter for notes on the routes these caravans take. For information on the new security station and Officer Lepelletier, check the entry on Rivet City [9.15].

### BS9.D: THE LONE BARREL AMBUSH (LAT 08 / LONG -20)



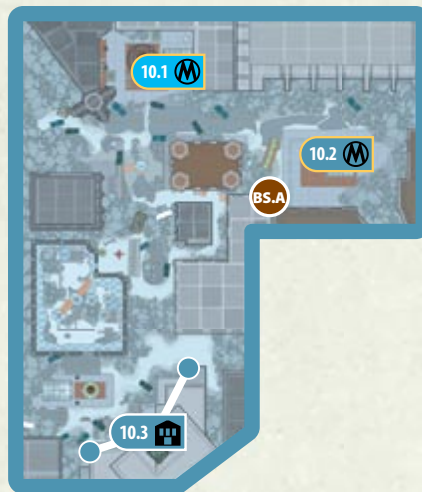
- Main Quest: Broken Steel
- Threat Level: 3
- Faction: Talon Company

Near the Talon Company Recon Camp [9.W] around the entrance to the Small Sewer [9.X] just south of Arlington Library [9.18], are scattered cans and a single Aqua Pura barrel. What's that doing there? Acting as a lure so the Talon Company can leap out and ambush you! Beware of this trap!

# Zone 10: Chevy Chase

## TOPOGRAPHICAL OVERVIEW

Venturing into the D.C. Metro Area can be a frightening plan, as the Super Mutant presence continues in many areas. Recently, Brotherhood of Steel radio requests to an Aqua Pura outpost have gone unanswered. Perhaps someone will get around to checking what happened to the two initiates tasked with guarding a hoard of Aqua Pura in this zone.



## PRIMARY LOCATIONS

### BROKEN STEEL

None

### ZONE 10

10.01: Tenleytown/Friendship Station

10.02: Metro Junction

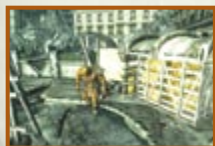
10.03: Galaxy News Radio

## SECONDARY LOCATIONS

BS10.A: Overlord Aqua Pura Hoard

## Secondary Locations

### BS10.A: OVERLORD AQUA PURA HOARD



- Main Quest: Broken Steel
- Threat Level: 3
- Faction: Super Mutant

A fearsome Super Mutant Overlord has killed two Brotherhood of Steel Initiates, and is guarding a large supply of Aqua Pura barrels just east of the forecourt adjacent to the Metro Junction entrance [10.2]. The Overlord is behind the city coach liner [10.C], meaning you can damage it by blowing the liner up as you close in. Remember that Overlords sometimes carry a new Tri-Beam Laser Rifle.

# Zone 14: Georgetown

## TOPOGRAPHICAL OVERVIEW

Still a hive of Super Mutant activity, and therefore a place where you're almost guaranteed to face the fearsome (and extremely hardy) Super Mutant Overlord, Georgetown's La Maison Beauregard Hotel holds a new secret, but only if you've found a particular Holotape. If you haven't, there's still an Overlord or two to fight, if only to obtain the new Tri-Beam Laser Rifle they tend to carry.

## PRIMARY LOCATIONS

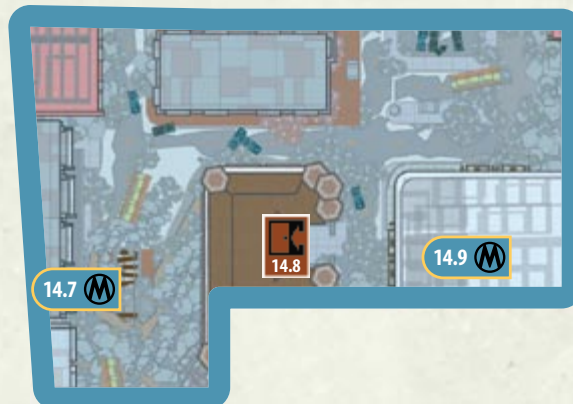
### BROKEN STEEL

None

### ZONE 14

14.07: Georgetown/The Mall Metro

14.09: Penn Ave./Georgetown Metro



## SECONDARY LOCATIONS

BS14.08: La Maison Beauregard Lobby



## Secondary Locations

### BS14.08: LA MAISON BEAUREGARD LOBBY



- Collectibles: Mini-Nuke, Nuka-Cola Quantum, Skill Book

- Main Quest: Broken Steel
- Freeform Quest: The Sorrowful Suitor
- Threat Level: 3
- Factions: Mercenary, Super Mutant
- Rare or Powerful Item (3)
- Inhabitant: Lag-Bolt

The lobby to this hotel is just as dangerous as it was before Broken Steel; although there's likely to be a Super Mutant Overlord at the entrance, instead of only Brutes and Masters. Enter the lobby, but only after you've found a Holotape marked "Sorry, My Darling" during your expedition into the Presidential Metro [BS U15.02.1] during **Main Quest: Who Dares Wins**. The hotel itself is located west of the Penn. Ave. / Georgetown Metro Station [14.09].

Enter the hotel lobby, and you're set upon by Lag-Bolt. Kill him, and secure the

following items (some of which were previously available):

- Flamer Fuel (50)
- Heavy Incinerator
- Lag-Bolt's Combat Armor (109/152)
- Lag-Bolt's Note
- Lag-Bolt's Shades (110/152)
- Lag-Bolt's Suitcase Key
- All-Nighter Nightwear (111/152)
- U.S. Army: 30 Handy Flamethrower Recipes (19/25)
- Mini-Nuke (57/92)
- Missile Launcher and Ammo
- Stealth Boy
- Nuka-Cola Quantum (77/110)

## Zone 15: Pennsylvania Avenue

### TOPOGRAPHICAL OVERVIEW

Upon the realization that the Enclave has a massive, and previously unknown orbital strike capability, you must locate a route to Adams Air Force Base outside of town, where most of the remaining Enclave forces are stationed, guarding a heavily defended (and massive) Base Crawler that controls the satellite-based payload systems. To reach the Air Force Base, use a newly discovered tunnel system and Metro connection that runs from the remains of the White House across to the Capitol Building, and beyond.

### PRIMARY LOCATIONS

#### BROKEN STEEL

BS 15.02: White House Plaza

BS U15.02.1: Presidential Sub Level

BS U15.02.2: Presidential Metro

BS 15.02.3: Adams Air Force Base  
AAFB 01: Exterior

AAFB 02: Control Tower  
AAFB 03: Storage Facility  
AAFB 04: Mobile Base Crawler

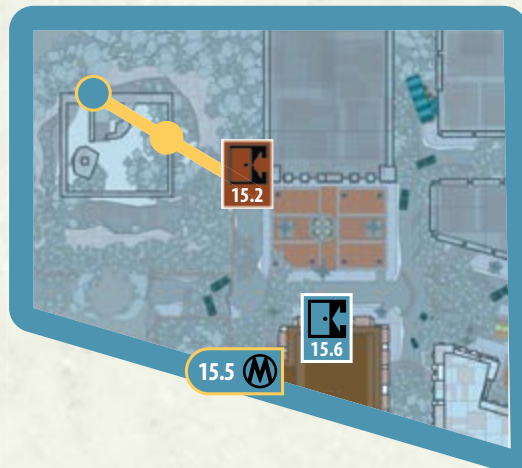
#### ZONE 15

15.05: Penn Ave./Georgetown Metro

15.06: Hotel

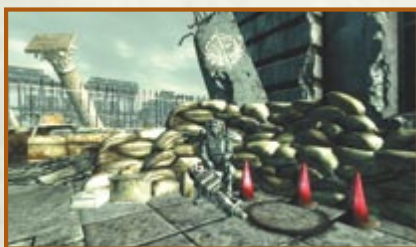
### SECONDARY LOCATIONS

None



## Primary Locations

### BS 15.02: WHITE HOUSE PLAZA



- Main Quest: Broken Steel
- Main Quest: Who Dares Wins
- Threat Level: 4
- Faction: Ghoul
- Danger: High Radiation
- Collectibles: Fat Man
- Launcher, Mini-Nuke (3), Skill Book
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Underground Connection
- Work Bench

You may have already explored this area, except for the Door to Presidential Metro.

Locate the White House Plaza, which is the new name for the exterior area close to the White House Utility Tunnel [15.02] area that allows access to the bombed-out White House.

The area around the manhole is now guarded by a Brotherhood of Steel Paladin, and you can gather some new equipment before you enter the White House Utility Tunnel.

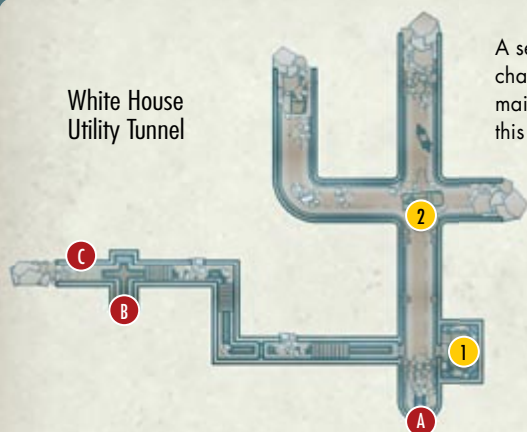
- First Aid Box
- Grenade Box
- Assault Rifle
- Frag Mine (2)

#### A Ladder to Pennsylvania Avenue

#### 1 East Workshop

- Work Bench
- First Aid Box
- Pugilism Illustrated (22/25)

#### 2 Stunt Gone Awry



White House Utility Tunnel

A series of train tunnels and interlocking chambers where robot guards patrol. Your main task is to locate the computer controlling this entire underground network.

### C Door to Utility

### 3 Warning Barriers

There are steps down at this point.

### 4 Narrow Corridor

- Fission Battery

### 5 Underground Elevator Lobby

This chamber hosts your first robot encounter, and contains ruined statues of former Presidents.

- First Aid Box
- Ammunition Box

### 6 President's Statue Corridor

### 7 Train Platform (south)

Beware of turrets, and check the bench for a long-dead cop.

- Police Hat
- .32 Pistol

### 8 East Wing Metro Platform (North)

### 9 Workplace Accident

### 10 Small Repair Shop with Stairs

- First Aid Box
- Microfusion Cell (100)
- Pulse Grenade (3)

### 11 Derailed Metro Tram

- Pre-War Hat
- Senate Employee ID

### 12 Skeleton

- Laser Pistol
- Mini-Nuke (76/92)

### 13 Turret-Guarded Junction

### 14 Small Filing Office

There is a Maintenance Department Terminal on one of the desks. Access it to read five entries, which are designed to be read from lowest number to highest.

- First Aid Box

### B Door to Pennsylvania Avenue

This leads to the burned-out shell of the White House, where you'll face some fearsome Ghouls, and collect some equally impressive prizes (these were accessible prior to Broken Steel).

- Fat Man (8/9)
- Mini-Nuke (58-60/92)

### C Door to Presidential Sub Level

This leads to BS U15.02.1: Presidential Sub Level. The door was not accessible previously.

## BS U15.02.1: PRESIDENTIAL SUB LEVEL



- Main Quest: Broken Steel
- Main Quest: Who Dares Wins
- Threat Level: 3
- Collectible: Mini-Nuke
- Guns and Ammunition
- Health and Chems
- Inhabitant: M.A.R.G.O.T.

### 15 Skeletal Policeman

- Police Baton
- .32 Pistol

### 16 Evil Gnome

A fiendish Gnome is using a camera to photograph two hapless teddies tied to the tracks!

- Teddy Bear (2)

### 17 Metro Authority Rapid Governmental Transit System

There are many interactions (detailed in **Main Quest: Who Dares Wins**) you can attempt with M.A.R.G.O.T., and the preferable ones involve making sure the robots in the Presidential Metro area are neutral toward you, granting you extra help for the Ghoul-killing to come.

- Carton of Cigarettes
- Buffout and Whiskey

### C Door to Presidential Metro

## BS U15.02.2: PRESIDENTIAL METRO



- Main Quest: Broken Steel
- Main Quest: Who Dares Wins
- Threat Level: 4
- Faction: Ghoul
- Collectible: Nuka-Cola
- Quantum
- Area Is Locked
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Underground Connection

The maze of Metro tunnels and connecting chambers continue. Ghouls must be cleared from the tracks before power can be restored. Be aware that once power is restored to the Metro, you can move to and from the Adams Air Force Base with ease, or exit via the Capitol Building East Entrance.

### C Door to Presidential Sub Level



Presidential Sub Level



**18 Protectron Pod Chamber**

This allows access into the Metro Tunnel. Dead Ghouls and Robots lie on the ground. Expect Ghoul attacks from this point on.

**19 Tunnel Blockage**

- Police Hat and Baton
- .32 Pistol and Ammo

**20 Main Junction**

Ghouls congregate in this location; face down half a dozen of them.

**21 Tunnel Blockage (and Skeleton)**

- RadAway
- Mentats

**22 Rubble-Filled Stairs**

- First Aid Box

**23 Skeleton**

- RadAway (2)

**24 Crushed Ghoul**

Look through this barred opening to watch a Ghoul get rammed by a moving train.

**25 Tunnel Blockage (Fungal Skeleton)**

- Various Chems
- Pulse Grenade (2)
- Power Fist

**26 Equipment Room**

- First Aid Box
- Laser Rifle
- Frag Grenade (3)
- Nuka-Cola Quantum (99/110)

**27 Capitol Platform**

The Presidential Metro Sentinel Unit is here, and you can fight it, or request that it fix the train car, depending on your previous actions.

**28 Corridor and Stairs to Capitol Building**

This allows access to and from the Capitol Building East Entrance [18.01] and Seward Square [Zone 18] once the power is restored. Check the skeleton on the bench for the Holo-tape, which begins **Freeform Quest: The Sorrowful Suitor**.

- Holo-tape: Sorry, My Darling
- Beer and Jet

**D Door to Capitol Building East Entrance****29 Small Office**

- First Aid Box
- Ammunition Box

**30 Engineer's Room**

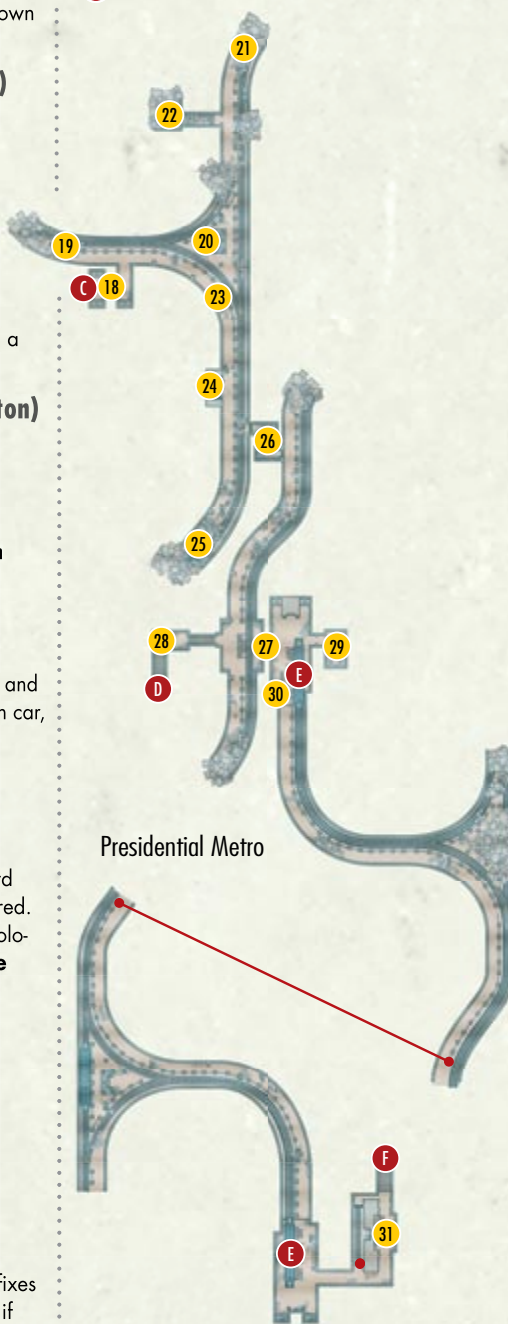
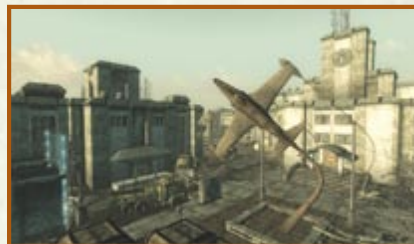
This houses a Power Box that the Sentinel fixes when the Ghouls are gone, or you can fix if you have the Main Bus Fuse, taken from the Sentinel after fighting it (and the turrets that are unlocked at the north alcoves).

- Main Bus Fuse
- First Aid Box

**E Metro Train to/from Adams Air Force Base****31 Enclave Defenses**

These two enemies and ceiling turrets can be circumvented via the locked door allowing you to sneak up a passage, and around behind them.

- Laser Rifle
- Microfusion Cell (60)
- Pulse Grenade
- Ammunition Box

**F Door to Adams Air Force Base****BS 15.02.3: ADAMS AIR FORCE BASE**

A massive and sprawling base outside the D.C. Metro area, this is the Enclave's new base of operations. They have co-opted a massive Space Shuttle Orbiter mobile platform and are using a huge satellite transmitter on top of it to send the signals to the orbital missile platform! After battling across a maze of hangars and forecourts, you reach the Crawler itself. Inside, the you encounter new elite Enclave units (the toughest ones yet) and battle to the nerve center of the place. You have two options to end this thrilling but dangerous romp.

**AAFB 01: EXTERIOR (HANGARS)**

- Main Quest: Broken Steel
- Main Quest: Who Dares Wins
- Threat Level: 5
- Factions: Brotherhood of Steel, Enclave
- Collectible: Mini-Nuke (4)
- Area Is Locked
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Underground Connection

A series of buildings with built-in turrets are your initial obstacles to overcome as you push through into a series of forecourts, each with two massive hangars in-between them. Farther north is a control tower that must be scaled to access the Mobile Base Crawler's ramp.

**A Door to Presidential Metro****1 Resupply Crate**

Locate and ransack Paladin Tristan's care package as soon as possible.

- Electron Charge Pack (50)
- Microfusion Cell (50)
- Holo-tape: Orders
- Tesla Cannon

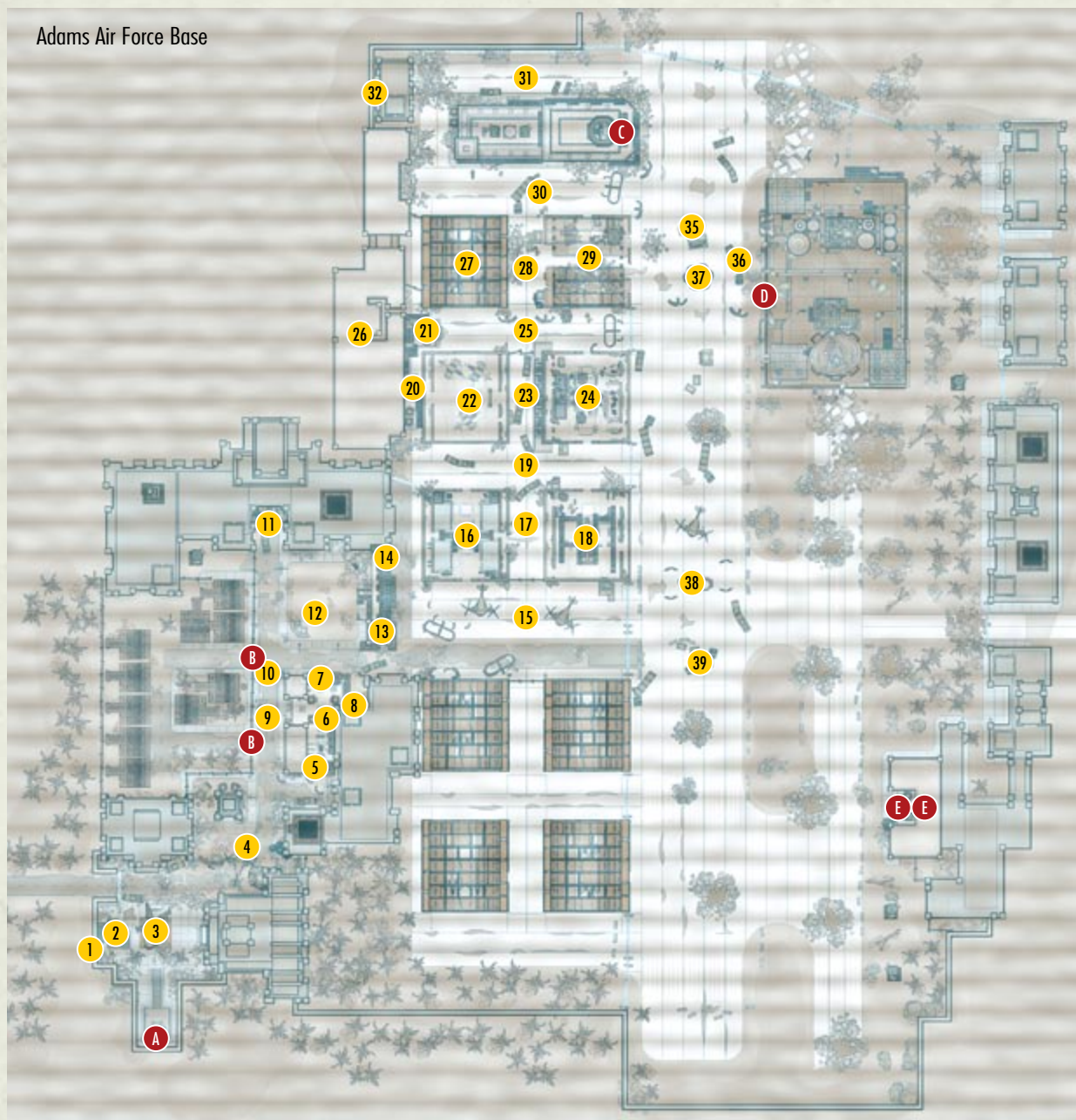
**2 Metal Hut**

Use a terminal in here to shut down the turrets ahead of you.

- First Aid Box (2)
- Carton of Cigarettes



### Adams Air Force Base



#### 3 Rusting Jet Fighter Monument

#### 4 Enclave Vertibird Deployment

Expect a Vertibird to deploy a small squad of Enclave troops near to this location

#### 5 Metal Hut

Use a terminal in hereto shut down the turrets ahead of you.

- First Aid Box

#### 6 Rooftop

Access this from the steps near the metal hut. This allows you access to the rooftop metal hut.

#### 7 Rooftop Metal Hut

Use a terminal in here to shut down the turrets ahead of you. You can snipe incoming Vertibirds and troops from here, too.

- First Aid Box (2)

#### 8 Mini-Nuke Awning

Leap from the rooftop to the west of the metal hut [7], to secure this stash of hidden goods.

- First Aid Box
- Microfusion Cell (80)
- Mini-Nuke (77/92)

#### 9 Road

This is the alternate way to reach the baseball field. The barracks to the west is completed sealed and cannot be entered.

#### B Gate to Barracks: Impossible

#### 10 Resupply Crate

Available if you enter this location a second time. This usually contains Tesla Cannons and Ammunition.

- Resupply Crate Items (The second time you explore this area.)

#### 11 Parked Truck Alcove

- Ammunition Box (2)

#### 12 Baseball Field

Expect a Vertibird deployment here.

#### 13 Observation Tower

Expect a Vertibird deployment here. You cannot reach this top platform.

#### 14 Artillery Switch (Gantryway)

Flick this switch to send a mass bombardment onto Sector 1 Hangar Forecourt.

- First Aid Box
- Ammunition Box
- .308 Caliber Round (48)
- Holotape: Sector 1 Artillery Note

#### 15 Sector 1 Hangar Forecourt

Collect ammunition from the scattered Enclave defenses in this area.



- Ammunition Box (4)

- Resupply Crate Items (The second time you explore this area.)

### 16 Hangar 1A: Deathclaw Hangar

You can release Deathclaws from three pens in this building. Note the hole in the eastern wall, which allows access to these items:

- First Aid Box (2)
- Enclave Footlocker Items

### 17 Hangar Road (South)

### 18 Hangar 1B: Enslavement Preparation

Watch for incoming fire from the landing strip. There are Enclave Scientists in this hangar. One carries a note regarding a stash of Flamer Fuel, and a key for this stash.

- Holotape and Key to Flamer Fuel Stash

### 19 Second Forecourt

This allows access to Hangars 1A, 1B, and 2B, and along the Hangar Rounds (north and middle).

- Resupply Crate Items (The second time you explore this area.)

### 20 Gantryway

The easiest way to reach the second Artillery Switch.

- Plasma Grenade (2)
- First Aid Box

### 21 Artillery Switch (Tower Roof)

Take down the Enclave troops, head into the metal hut to switch off the turrets if you wish, then locate the Artillery Switch. Flick this switch to send a mass bombardment onto Sector 2 Hangar Forecourt.

- First Aid Box
- Holotape: Sector 2 Artillery Note
- Ammunition Box (2)

### 22 Hangar 2A: Rusting Jets

The only access point is through the western perimeter wall. The Mini-Nukes are hidden under a desk and behind a Filing Cabinet.

- First Aid Box
- Mini-Nuke (78–79/92)
- Ammunition Box

### 23 Hangar Road (Middle) and Robot Patrol Walkway

- First Aid Box
- Ammunition Box

### 24 Hangar 2B: Deathclaw Cage Construction

Enemies have usually left this building and engaged you by the time you arrive here. There is a Mini-Nuke on top of the large plastic crates in the northwest corner. Access the top of the crate by leaping from the Patrol Walkway, through a hole, and take a running jump.

- First Aid Box (2)
- Blood Packs (3)
- Ammunition Box (2)
- Mini-Nuke (80/92)

### 25 Sector 2 Forecourt

This allows access to Hangars 2B and 3B, and along the Hangar Rounds (middle and north).

- Ammunition Box (3)

### 26 Dead Enclave Soldier (Hidden Alcove)

- Ammunition Box
- Psycho
- First Aid Box (3)
- Enclave Soldier Log #1

### 27 Hangar 3A: Inaccessible

### 28 Hangar Road (North)

### 29 Hangar 3B: Collapsed

This offers access to the landing strip area to the east.

### 30 Control Tower Forecourt (South)

The turrets here can be deactivated at the terminal on the south wall of the tower building.

- Ammunition Box (2)

### 31 Control Tower Forecourt (North)

- First Aid Box (2)
- Ammunition Box (2)

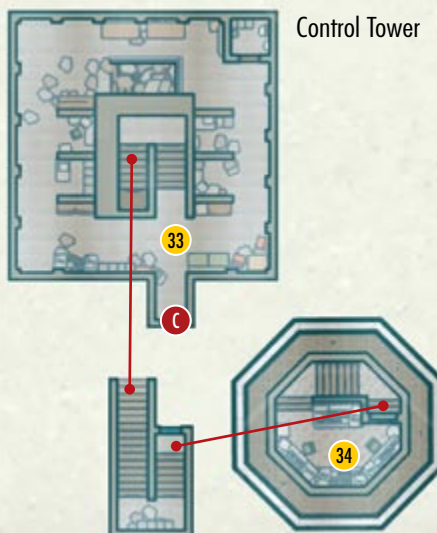
### 32 Enclave Flamer Crate

Access this using the Key found on a Scientist in Hangar 1B, or by unlocking it.

- Ammunition Box

### C Door to/from Air Control Tower

## AAFB 02: CONTROL TOWER



### C Door to/from Air Control Tower

### 33 Offices

- First Aid Box (2)
- Sniper Rifle

### 34 Control Tower Room

Locate the Enclave Field Research Terminal in this area overlooking the Landing Strip. If you need to, choose "Open Mobile Platform Loading Ramp" to access the Crawler.

- First Aid Box

## AAFB 01: EXTERIOR: CONTINUED (LANDING STRIP AND MOBILE CRAWLER)



The battle continues into the wide open landing strip area dominated by the Mobile Base Crawler. Check the defenses for equipment, and don't forget to trek to the storage facility!

### 35 Landing Strip: Sandbag Defenses

- Resupply Crate Items (The second time you explore this area.)

### 36 Landing Strip: Container Truck

- First Aid Box (2)
- Grenade Box (2)

### 37 Landing Strip: Circular Barricade

- Ammunition Box

### 38 Landing Strip: Oval-Shaped Barricade

- Ammunition Box (2)

### 39 Landing Strip: Container Truck

- Ammunition Box (2)
- Grenade Box (2)

### D Ramp and Door to Mobile Base Crawler

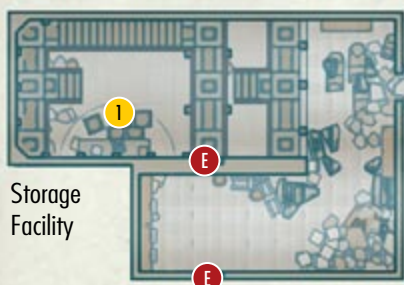
### E Door to Factory

This leads into a small storage facility, ideally accessed before you board the Base Crawler. There is a door leading from the facility onto the roof, if you want views of the surrounding area and hangars.

### AAFB 03: STORAGE FACILITY



- Main Quest: Broken Steel
- Main Quest: Who Dares Wins
- Threat Level: 1
- Faction: Enclave
- Collectibles: Mini-Nuke (2), Nuka-Cola Quantum
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Rare or Powerful Item



Storage Facility

A small storage facility and factory in the southeast corner of Adams Air Force Base. This survives the Crawler explosion, and you can gather some choice items from here, as well gain access onto the exterior roof.

#### **E** Door to Adams Air Force Base

#### **1** Equipment Bench

- First Aid Box (3)
- Ammunition Box (2)
- Rapid-Torch Flamer (112/152)
- .308 Caliber Ammo (48)
- Missile (7)
- Flamer Fuel (48)
- Mini-Nuke (81–82/92)
- Nuka-Cola Quantum (100/110)

### AAFB 04: MOBILE BASE CRAWLER



- Main Quest: Broken Steel
- Main Quest: Who Dares Wins
- Threat Level: 5
- Factions: Brotherhood of Steel, Enclave
- Services: Repair
- Area Is Locked
- Guns and Ammunition
- Health and Chems
- Highly Visible Landmark
- Interior Exploration
- Rare or Powerful Item (4)
- Sleep Mattress
- Work Bench (2)
- Inhabitants: Armory Master, Enclave Squad Sigma, HooverSparky, Stiggs

An ancient mobile satellite array that the Enclave have appropriated with newly developed technology, this is a battle-station where the elite Squad Sigma trains for battle, Deathclaw experimentations continue, and access to the earth's remaining orbital payloads are attempted.

### FLOOR 1: REPAIRS AND HIGH SECURITY ZONE

#### **A** Door to Adams Air Force Base

This leads back to the ramp and landing strip area.

#### **1** Repulsion Field

Use Science, Explosives, or brute force to remove this energy wall obstacle.

#### **2** Repair Bay

Meet Stiggs and his two robotic chums here. He can tell you much about this base's defenses. Kill him for the following items:

- Eyeglasses
- RobCo jumpsuit
- Roving Trader Hat
- Wrench

#### **3** Repair Bay: Stiggs's Stashes

Look around this area, and remove a Repulsion Field for access to more equipment.

- Whiskey and Vodka
- First Aid Box (5)
- Various Chems
- Blood Pack (3)

#### **4** Repulsion Field to Small Workshop

Although only junk exists here, there's enough to build some Custom Weapons if you have the Schematics.

- Work Bench

#### **B** Door to Launch Platform Base (South)

Access the southern storage area of the next level if you climb this ladder.

#### **5** High Security Clearance Area

Stepping through this doorway results in an ambush.

#### **6** Enclave Squad Sigma Attack Point

A toughened team of Enclave veterans storms down from the stairs to attack you. A well-placed Nuka Grenade sees most of them off.

#### **7** Repulsion Field to Armory

- Armor Case
- Ammunition Box (7)
- Weapons (5)
- Plasma Grenade (5)
- Pulse Grenade (5)
- Psycho and Buffout (10)
- First Aid Box
- Carton of Cigarettes (3)

#### **C** Door to Launch Platform Base (North)

Access the northern dormitories if you access these stairs and door.

### FLOORS 2 AND 3: LAUNCH PLATFORM BASE

This is a maze of Enclave research facilities, dormitories, and corridors existing on two floors.

#### **7** Storage and Stairs

- Work Bench
- First Aid Box

#### **8** Deathclaw Facility (Lower Level)

#### **9** Deathclaw Facility (Lower Level): Storeroom

- Ammunition Box (2)

#### **10** Deathclaw Facility (Lower Level): Deathclaw Pens

#### **11** Deathclaw Facility (Upper Level): Research Station

The Deathclaw Research Terminal here allows you to disable the Deathclaw Repulsion Fields (at location [10]), and the Protection Station Field [11].

#### **12** Deathclaw Facility (Upper Level): T-Junction

#### **13** Deathclaw Facility (Upper Level): Protection Station

Access the terminal to disable or re-enable the Repulsion Field at the entrance.

- Slo-Burn Flamer (113/152)
- Flamer Fuel (150)

#### **14** Deathclaw Facility (Upper Level): Skater Kid's Corpse

- Food
- Baseball Hat
- Teddy Bear

#### **15** Tiny Storage Room (Lower Level)

- Food
- .44 Scoped Magnum

#### **16** Dormitory (Upper and Lower Level)

- First Aid Box
- Ammunition Box (2)

#### **17** Armory (Lower Level)

Expect fierce resistance from the Armory Master and his robotic back-up. Through the Repulsion Field, you can access the armory storage itself. Or, unlock the door from the mainframe. Collect the following items from the corpse of the Armory Master:

- Recon Armor Helmet (114/152)
- Precision Gatling Laser (115/152)

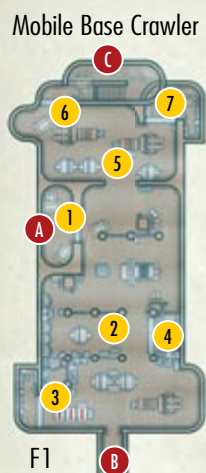
#### **18** Armory Storage (Lower Level)

- Armor Case
- First Aid Box
- Ammunition Box (13)
- Minigun
- Gun Case with Alien Blaster and Ammo
- Combat Shotgun
- Sniper Rifle
- Gatling Laser
- Super Sledge (2)
- Heavy Incinerator

#### **19** Mess Hall (Upper Level)



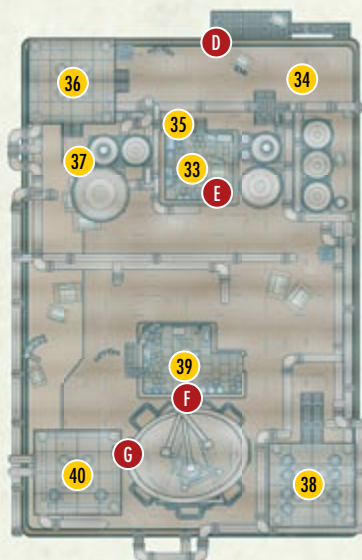
## Mobile Base Crawler



F1

F2

F3



F4

F5

**20 Kitchen (Upper Level)**

- Food
- First Aid Box

**21 Northern Gantry Chamber (Lower and Upper Level)****D Door to Adams Air Force Base****22 Storage (Lower Level)**

- Missile (5)

**23 Northwest Officer's Bedroom #1 (Lower Level)**

You can sleep on a mattress in here.

- Chems
- Carton of Cigarettes (2)

**24 Northwest Restrooms (Lower Level)**

Beware the Gnome Slasher!

- Beer
- Deathclaw Hand
- Enclave Officer's Hat

**25 Northwest Sub-Dormitory (Lower and Upper Level)****26 Northwest Officer's Bedroom #2 (Lower Level)**

You can sleep on a mattress in here.

- First Aid Box
- Flamer Fuel (22)
- Electronic Charge Pack (13)

**27 Northwest Officer's Bedroom #3 (Lower Level)**

There is a mattress you can sleep on in here.

- Footlocker Items
- Whiskey

**28 Northwest Upper Restroom (Upper Level)****29 Enclave Medical Bay (Upper Level)**

- First Aid Box
- Assorted Chems
- Lab Coat (116)/152

**30 Mainframe Entrance (Upper Level)**

This is guarded by an Enclave Officer. Any officer has a High Clearance Keycard, used to open the door in this room.

- High Clearance Keycard

**31 Mainframe Balcony and Surround (Upper and Lower Level)****32 Mainframe**

Two separate computer banks are accessible. The first is the Security Terminal. It is instantly accessible, offering three options:

Unlock Interior Doors

- » This opens every door on the lower and upper levels.

Unlock Door to the Exterior

- » This unlocks the Door to Adams Air Force Base in the Northern Gantry Chamber.

Unlock Armory

- » This allows you to access the Door behind the Repulsion Field (after you've removed the field).



The second computer bank is Robot Control Mainframe. With enough **Science** skill to hack in, you find four available options:

Run Robotics Diagnostic

- » This tells you that robots are online and in defensive mode.

Perform Safety Shutdown

- » This deactivates all the robots, meaning you'll only face human (or Deathclaw) forces.

Scramble Robot Targeting Parameters

- » This causes the robots to target everyone, both Enclave and you.



Target Enclave

- » By far the most impressive plan, this switches the robots' targeting parameters to tag you as "friendly," and the Enclave as "foes." This includes the turrets, which eases your access to the roof platform immeasurably!

**E Ladder to Adams Air Force Base****FLOOR 4: ADAMS AIR FORCE BASE CRAWLER DECK**

This open-air area is the roof of the Crawler you just ascended from. Look over the balcony to the west, and you'll see the landing strip and hangars of Adams Air Force Base.

**D Door from Launch Platform Base****E Hatch from Launch Platform Base****33 Metal Hut**

- Armor Case
- Ammunition Box (3)

**34 Northeast Deck**

Expect battles with Enclave forces here.

### 35 Pipes

- Ammunition Box (3)

### 36 Northwest Vertibird Landing Pad

Expect battles with Enclave forces here.

### 37 Enclave Crate

- Grenade Box

### 38 Southeast Vertibird Landing Pad

Expect battles with Enclave forces here.

### 39 Metal Hut

Expect battles with Enclave forces here. This is the only accessible entrance to the Satellite Control Tower

- Gun Case

### F Door to Satellite Relay Tower

### 40 Southwest Vertibird Landing Pad

This is where you are picked up by Paladin Tristan's Vertibird once the Orbital Strike is launched.

### G Door from Satellite Relay Tower

## FLOOR 5: SATELLITE CONTROL TOWER



All the marked locked doors (red dots) on this map are can be opened with a reasonable **Lockpick** skill.

### F Door to Adams Air Force Base

This leads back to the metal hut on the Crawler roof.

### 41 Ground Floor Chamber and Gantry Stairs

- Carton of Cigarettes (3)
- First Aid Box (2)
- Pulse Grenade
- Ammunition Box
- Frag Mine (4)
- Missile (2)
- Microfusion Cell (29)
- Buffout (2)

### 42 43 44 Middle and Upper Floor Corridor and Shelving

- Ammunition Box (10)
- Chems
- Carton of Cigarettes (3)
- First Aid Box (4)
- Pulse Mine (2)
- Frag Grenade (2)
- Plasma Grenade
- Flamer Fuel (46)

### G Door to Adams Air Force Base

This is the only exit, and takes you outside to location [40]. Unlock it from the terminal first, for ease of access.

### 45 Central Gantry Stairs (Lower, Middle Floors)

- Ammunition Box
- .308 Caliber Round (6)
- Railway Spikes (18)

### 46 Control Room

Three terminals pique your interest:

The Communications Terminal (northeast corner) has four menu options to inspect, including something about a robot uprising....

The Security Terminal (northwest corner) has one menu option: Unlock Station Doors. This makes every locked door inside this control tower accessible.

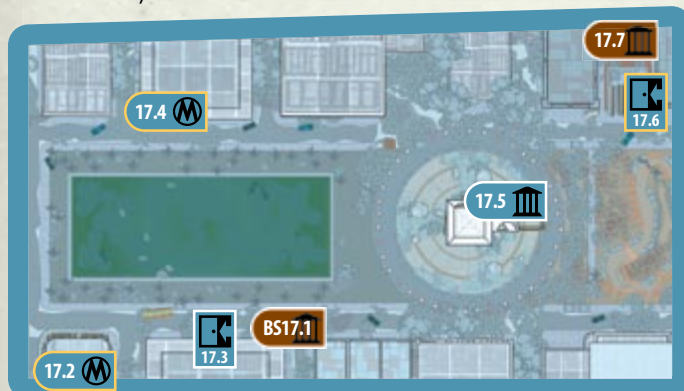
The Satellite Uplink Terminal (two terminals, both inside the same green metal casing, on the south side of the room) has four main menu options:

- » Check Satellite Status checks the Bradley-Hercules satellite, which is having some propulsion issues. This doesn't affect the strike, though.
- » Check Payload reveals Warhead Salvos five through eight are armed.
- » Load Payload tells you a fault is detected (the payload is already armed).
- » Fire Payload offers five preset targets:
  - Preset Target 01: Citadel: This is a viable target.
  - Preset Target 02: Project Purity: Inaccessible as the satellite isn't in the proper orbit path.
  - Preset Target 03: Megaton: Inaccessible as the satellite isn't in the proper orbit path.
  - Preset Target 04: Rivet City Crawler: Inaccessible as the satellite isn't in the proper orbit path.
  - Preset Target 05: Adams AFB Platform: This is a viable target.

# Zone 17: The Mall

## TOPOGRAPHICAL OVERVIEW

The Super Mutants still control much of the eastern end of the Mall, and journeying this area is still dangerous and unpredictable, but there are a couple of interesting areas to check out, mainly confined to the Museum of History and locations close by. Inside the Museum Rotunda is a new stall, with a Ghoul pitching a new type of drink. Investigate Underworld, and you may find patients staggering around with a variety of unknown ailments (that is, if you've affected the entire water supply with F.E.V.). Otherwise, pay attention to a Ghoul named Griffon. He could be your next meal ticket.



## PRIMARY LOCATIONS

### BROKEN STEEL

17.07: Museum of History Entrance

BS17.01: Museum Authority Building

### ZONE 17

17.02: Hazmat Disposal Site L5

17.03: Mirelurk Nesting Hole

17.04: Georgetown/The Mall Metro

17.05: The Washington Monument

17.06: Museum Station

## SECONDARY LOCATIONS

None



## Primary Locations

### 17.07: MUSEUM OF HISTORY ENTRANCE



- Main Quest: Broken Steel
- Miscellaneous Quest: The Amazing Aqua Cura!
- Threat Level: 2
- Faction: Ghoul
- Danger: Low Radiation
- Lots o' Caps
- Inhabitant: Griffon

In the rotunda, next to the mangy woolly mammoth, a Ghoul named Griffon with a fabulous head of hair is plying his wares with a solid sales patter, and with a willing bunch of Underworld residents looking on. Griffon is selling Aqua Cura, and you can figure out whether the claims Griffon is spouting are real or not. You can also Pickpocket or murder him for 200 Caps.

Assuming you complete this quest, you can receive a lump sum or a continuous stipend if you extort Griffon once you have proof his Cura is nothing more than Dirty Water.

- Aqua Cura (18)
- 200+ Caps
- Chinese Pistol
- Wig

### BS17.01: MUSEUM AUTHORITY BUILDING



- Miscellaneous Quest: The Amazing Aqua Cura!
- Threat Level: 2
- Faction: Ghoul
- Collectible: Nuka-Cola Quantum
- Area Is Locked
- Guns and Ammunition
- Health and Chems
- Interior Exploration

A previously sealed building along the Mall, just east of the Mirelurk Nesting Hole [17.03], with an exterior entrance infested with Radroaches, has recently (and secretly) been opened by an enterprising shyster named Griffon. He is paying for Aqua Pura from Scribe Bigsley (who resides in the Jefferson Museum Gift Shop [9.14]), and in return, he sells it on to Raiders and other undesirables. Then, with a mixture of Abraxo Cleaner, he brews a rebranded water known as Aqua Cura, with properties similar to Dirty Water. This scheme must be stopped...or bought into!

#### A Door to the Mall

#### 1 Ladies' Restroom

- Nuka-Cola Quantum (101/110)

#### 2 Office Cubicles

Aside from a couple of grenades on a desk, this has been picked clean a while ago. Expect combat with Ghoul Guards around here.

- Frag Grenade (2)

#### 3 Reception Desk and Foyer

#### 4 Mens' Restroom

- First Aid Box

#### 5 Drink Fountains and Stairs Down

Expect a Ghoul Guard confrontation around here, one of which has the following evidence useful in your quest.

- Holotape: Griffon's Bottling Instructions
- Wig

#### 6 Collapsed Office

A possible Ghoul Guard encounter is the only activity to try in this place. It has been picked clean. Drop down to the bottling operation room.

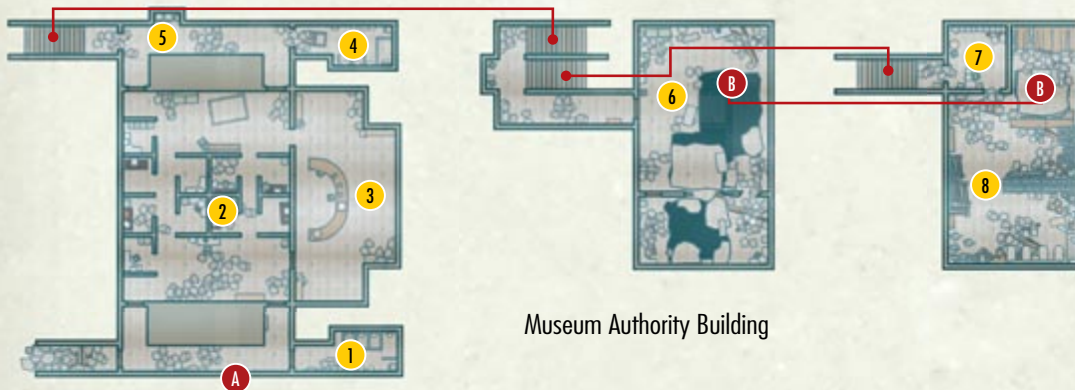
#### 7 Filing Office

#### 8 Griffon's Bottling Operation

Search this place for evidence, including another copy of the Holotape. Inspect Griffon's wig cabinet, too!

- Aqua Cura (23)
- Abraxo Cleaner and Whiskey
- Holotape: Griffon's Bottling Instructions
- Wig

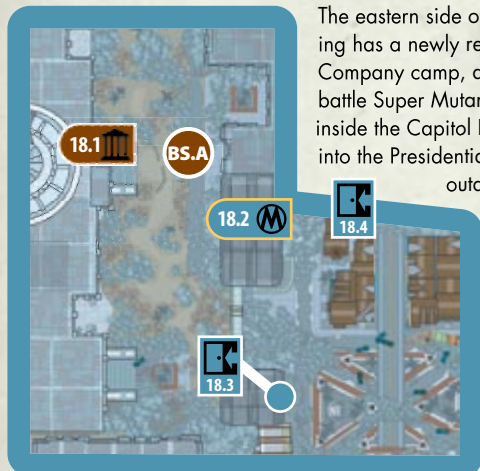
#### B Collapsed Floor to Collapsed Office



Museum Authority Building

# Zone 18: Seward Square

## TOPOGRAPHICAL OVERVIEW



The eastern side of the Capitol Building has a newly reinforced Talon Company camp, as the mercenaries battle Super Mutants in this zone. New inside the Capitol Building allow quick into the Presidential Metro. All you outage down there, and Air Force Base

## PRIMARY LOCATIONS

### BROKEN STEEL

18.01: Capitol Building East Entrance

### ZONE 18

18.02: Penn Ave./Seward Sq. Metro

18.03: Office Building

18.04: Sewer

## SECONDARY LOCATIONS

BS18.A: Talon Company Camp

## Primary Locations

### 18.01: CAPITOL BUILDING EAST ENTRANCE



- Threat Level: 3
- Factions: Ghoul, Super Mutant
- Interior Exploration
- Underground Connection

Once power is restored to the Presidential Metro [BS U15.02.2], either by you accessing the Box Fuse or the Sentinel fixing the fuse, you can access the Capitol Building East Entrance interior location. The newly accessible door is in the northeastern part of the building, close to the large hallway that leads out into Seward Square. You now have excellent (and quick) access to the Adams Air Force Base if you need to head back there (to acquire more weaponry or experience, for example).

## Secondary Locations

### BS18.A: TALON COMPANY CAMP



- Main Quest: Broken Steel
- Threat Level: 4
- Factions: Super Mutant, Talon Company
- Guns and Ammunition
- Health and Chems

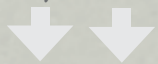
Outside the eastern entrance to the Capitol Building [18.01], a group of Talon Company mercs (numbering around four to six with robotic backup depending on your experience) have set up fortifications, and are fighting a bloody battle with nearby Super Mutants. You can listen to their orders on the Holotape. The camp also has the following items:

- First Aid Box (2)
- Ammunition Box (2)
- Cherry Bomb (3)
- Frag Mine (2)
- Railway Spikes (60)
- Talon Company Merc Log #1





## Chapter 11



## POINT LOOKOUT



## The Local Flavor

## QUEST FLOWCHART

## MAIN PATH

Main Characters	Tobar the Ferryman, Catherine, Panada, Geri, Freki, Desmond
Locations	Capital Wasteland: Mirelurk Jetty, The <i>Duchess Gambit</i> ; Point Lookout: The <i>Duchess Gambit</i> , Panada's House of Wares, The Calvert Mansion
Adv. Items/Abilities	445 Caps
Possible enemies	Brawler, Bruiser, Creeper, Scrapper, Tracker, Tribals

Check Pip-Boy for information on a signal coming from the southeast

Locate Tobar the Ferryman

Note: Greetings from Point Lookout!

1. Investigate the riverboat

Catherine speaks to you about her wayward daughter

Ignore her pleas

Agree to her pleas

Note: To Nadine

Freeform Quest: Tailing the Tomboy Begins

Speak to Tobar the Ferryman again

2: Secure passage to Point Lookout

Continue the conversation with Tobar, begin ticket transaction  
(cost: 445 Caps)

Riverboat Ticket

3: Rest during the trip to Point Lookout

Stock up on weapons, ammunition, armor, and health items

Enter the cabin

4: Leave the *Duchess Gambit*

You arrive at Point Lookout; Speak to or ignore Tobar

5: Investigate the mansion

Locate the Calvert Mansion

Explore Point Lookout

Any Miscellaneous Quest begins

Stock up at Panada's House of Wares; locate bumper car alcove

First Aid Box Health and Chems, Ammo & Mine Box Ammunition

Arrive at Calvert Mansion, watching out for yokels; listen for Desmond's loudspeakers

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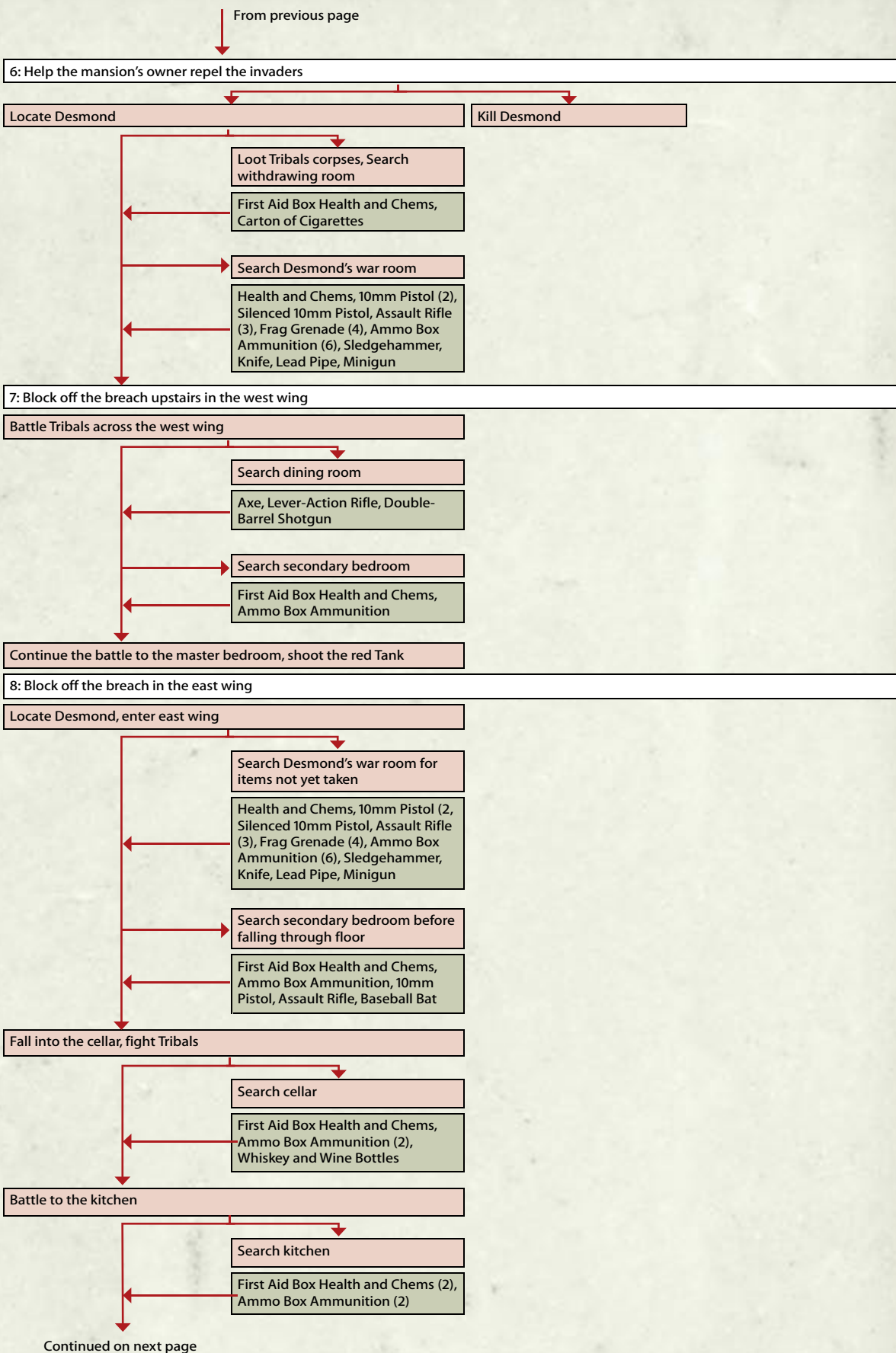
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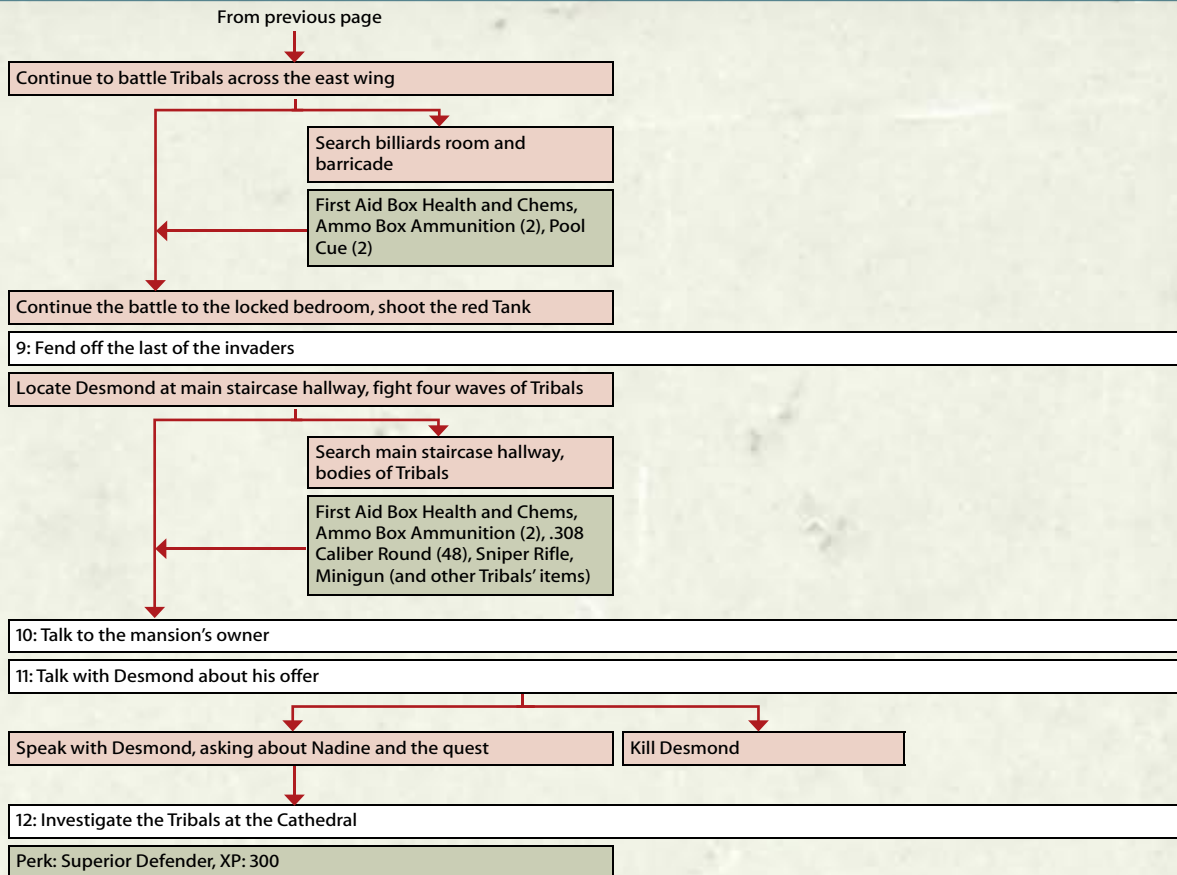
Action

Rewards

Other Quest





**Tip**

Other adventurers returning from Point Lookout seem disheveled and forlorn, indicating a new zone rife with toughened locals and fearsome foes. Increase your enjoyment and life-expectancy by embarking on your Point Lookout jaunt midway through your Wasteland experience or later, with plenty of Armor and Repairable weapons, and with a reasonably high **Science** or **Lockpick** skill.

## TAKING A GANDER AT THE GAMBIT



Gamble on the *Duchess Gambit*, a grand ol' gal, taking you on a meandering cruise to parts unknown.

Your Pip-Boy updates with an interesting message. It has picked up a signal from the Wasteland's southeast corner, close to the Jefferson Memorial. Read the message appearing on your screen before accessing the Data > Notes inside your Pip-Boy, and select "Point Lookout." The Note from Tobar the Ferryman says: He has returned from a land of "warm beaches and luscious wetlands," piloting the *Duchess Gambit*. He brings "the hearty Punga Fruit," apparently "the most refreshing meal in the world." You can purchase this delicacy from merchants, or from the source himself. Tobar can take adventurers to this "land of mystery." This sounds both highly rewarding and suspicious....

**Greetings from Point Lookout!****Note**

The note is correct. From this point on, you can locate any Wasteland merchant that sells food, and search through their inventory for a new (and randomly occurring) item: the Punga Fruit. Although some say its spores may have hallucinogenic properties, this plump gourd is valuable because it reduces Radiation and increases Hit Points. Find Tobar and journey to Point Lookout for a more comprehensive taste test.

**Refined Punga Fruit**

WG 1, VAL 30, Rads -5, HP +15

**Wild Punga Fruit**

WG 1, VAL 10, Rads -1, HP +10

**NEW OBJECTIVE**

"Investigate the riverboat" begins.

Once you've decided to visit the *Duchess Gambit*, check your Pip-Boy's (or this guide's) World Map. The riverboat is at the end of the Mirelurk Jetty [LAT 11/LONG -18]. Mirelurks seem to be cleared from the vicinity. Approach by heading south down the river, toward the Jefferson Memorial; the *Gambit* is on the opposite shore.

Approach the jetty, and attempt to board the boat. A slightly distraught woman pleads for your help. Catherine tells you her daughter Nadine stowed away on the *Duchess Gambit* a few weeks ago, and she's been worried sick since then. You can:

Refuse, completely ignoring her pleas.

Agree to this plan, or remark that Nadine might be dead already. She produces a Note to Nadine, which she hands to you.

In addition, you can ask Catherine about Point Lookout, and specifics about her daughter (she's headstrong, and has bright orange hair, making her easy to spot). Now board the riverboat.



### Note to Nadine

#### FREEFORM QUEST

##### Tailing the Tomboy begins.

There's something not quite on-the-level about Tobar the Ferryman, the only occupant of the *Duchess Gambit*. Speak to him, and he offers you a ride to Point Lookout. You can:

Refuse. Come back again when you want to take the trip.

Gun both Tobar and Catherine down. They only fall unconscious, and their bodies can't be looted.

Or inquire about Point Lookout. Tobar can barely contain his excitement! However, he warns you that the locals can be inhospitable, telling you to stay here if you're not "man enough."

#### NEW OBJECTIVE

##### "Secure passage to Point Lookout" begins.

Continue the conversation with Tobar. You can:

Ask about the *Duchess Gambit*. She used to travel more widely, but her current rickety condition forces Tobar to stick to Punga-ferrying, along with the odd traveler.

Ask about Nadine. She's a "spritely little tomboy," who's probably in a bit of trouble, but Tobar doesn't know where she is.

Inquire about Point Lookout. Tobar calls it a "soggy strand of beach" with the "ruins of ancient pleasure towns." It's time to purchase a ticket, for a wildly inflated price and with a chilling warning.



### Note

Or, you can scale the *Duchess* herself. She's got two locked doors: one to the engine room, which is firmly sealed, and the other to the cabin, which Tobar unlocks when you're about to purchase a ticket.

Begin a ticket transaction, and Tobar's tone changes. He tells you the threats of the swamp are dire. If you're still willing, purchase a Riverboat Ticket from Tobar (along with anything else you want from his inventory) for a ludicrously high 445 Caps.



### Riverboat Ticket

#### NEW OBJECTIVE

##### "Rest during the trip to Point Lookout" begins.

Now you are free to leave and "prepare" for the adventure to come; this means stocking up on weapons, ammunition, armor, and health items. Point Lookout is a frightening and eerie place. When you're sure you wish to proceed, lie on the cabin cot. You soon fall asleep....

## WELCOME TO POINT LOOKOUT! YOU'LL NEVER LEAVE ALIVE!

#### NEW OBJECTIVE

##### "Leave the *Duchess Gambit*" begins.

As the *Duchess Gambit* docks at the main jetty a shroud of mist encases the area in a gloom you haven't experienced before. Step toward Tobar, and he cheerfully welcomes you to Point Lookout. Tobar noticed more smoke emanating from the Old Calvert Mansion, and gives a less-than-subtle hint that valuables may be contained within.

Ask Tobar more about Point Lookout, and he explains the "glorious boardwalk" nearby is but the entrance to "haunted swamplands," and mentions a friend who runs a supply shop nearby: Panada's House of Wares. Press the subject, and Tobar tells you of the Homestead Motel. And if it's hunting you're after, a fellow named Plik runs Plik's Coastal Grotto, a high-rollers club to the northeast.

#### NEW OBJECTIVE

##### New Objective: "Investigate the mansion" begins.



### Tip

You are now free to thoroughly explore Point Lookout. Consult the *Mini-Tour* later in this guide for descriptions of every location. Additional Miscellaneous Quests in this zone are detailed later in the Point Lookout chapter. For the safest and most direct route to Calvert Mansion, continue reading.



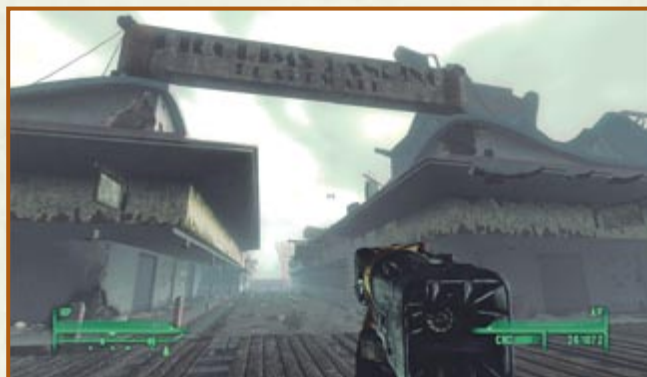
### Tip

It is wise to pocket as many Fission Batteries, Yeast, and Punga Fruit that you can carry if you wish to quickly complete a Freeform Quest called *A Spoonful of Whiskey* (which is detailed after this walkthrough).



### Caution

The local yokels are as violent as they are unconcerned with hygiene, so expect to face considerable resistance from them.



Pilgrim's Landing is an unsafe shell of a boardwalk, and leads directly into a decrepit pleasure-town of the sunny past.





Move from Point Lookout Pier (which is the only way to leave this place, although Tobar isn't planning a return trip anytime soon), and up to the Pilgrim's Landing Boardwalk. To the east lies the blasted heath and the rugged coastline wrapping around the Calvert's hilltop mansion, as well as Point Lookout Lighthouse. There's a safer path to take in a moment. To the west, the boardwalk ends at the sand dunes, offering an undulating path to the Disaster Relief Outpost, and the more terrifying areas of the swamp. You can explore this now, or later. Continue this quest by heading north into the pleasure town. Immediately left is an interior street leading to a Ferris wheel that looks like it's about to collapse.

**Tip**

The Wheel of Wonder is a good landmark when you're exploring and need a visual reference for Pilgrim's Landing.

**Caution**

Prepare for combat with some tough and well-armed Smugglers if you venture back to Pilgrim's Landing later in your expedition.

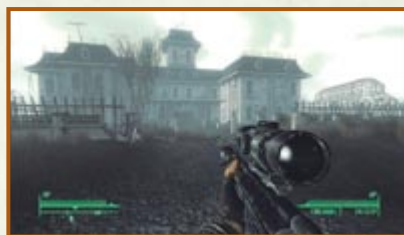
Roll up, roll up! Shoot a duck and...you're out of luck, as the mechanism rusted up a hundred years ago. Welcome to Panada's House of Wares.



Continue along the boardwalk heading north, then turn east at the next junction (which has the Diggity's Hotdog sign atop it), and saunter into the fun-fair area, where you'll find Panada's House of Wares. Speak with Panada, who can Repair your items, or sell you ammunition or equipment. Purchase what you need (or kill her) before continuing out of Pilgrim's Landing via the boardwalk, or hopping over the crack in the northern wall of the bumper cars venue. If you're searching, be sure to check the alcove on the east side of the bumper cars area to find a mattress and the following:

**First Aid Box****Ammunition Box****Mine Box Ammunition****STAY ON THE PATH! BEWARE THE MARSH!**

Head onto the remains of the main east-west road running between Pilgrim's Landing and the Homestead Motel, watching for encroaching Vicious Dogs and Mole Rats. Trek eastward to the edge of town, a green sign points you toward Calvert Mansion. Continue on the path to disturb as few local yokels as possible. Move east and northeast along the remains of the road, and you pass a sign (facing the other way) welcoming you to Pilgrim's Landing. Continue eastward along the path until you reach a T-junction. Peer northward into the mists, and you make out a thick-set, ambling man in the distance. Ignore him, or fire on him. In charges a horrific specimen of inbreeding wielding an axe and a gap-toothed cackle!



A once-proud and still-grand mansion rises from the blasted heath, a monument to the history of the infamous Calvert family.

If you choose combat, expect to find little except Yeast and Punga Fruit on the lumpy corpse. Press on, toward the silhouette of the Calvert Mansion, past a second sign, and then in a curved path heading east and southeast to the top of a blasted heath. Wander off the path, and you risk stumbling into the Beachview Campsite [LAT 10/LONG 10], which contains as many as four inbred and extremely lumpy locals. Assuming you survive, scramble to the path with a new understanding of Tobar's warning.

Continue your trek southward to the mansion. As you arrive on the grounds, you can see (and inspect if you wish) an exterior hothouse, now devoid of glass, and a small stone gazebo offering views to the lighthouse. However, you should focus on voice emanating from the loudspeakers at the front of the dwelling. Your presence is required immediately; the mansion is under attack!

**NEW OBJECTIVE**

"Help the mansion's owner repel the invaders" begins.

**THE STRANGE HIGH HOUSE IN THE MIST**

Before the Tribal invasion is culled, Desmond is a man of few words, and none of them pleasant.

There's no time for pleasantries. Pass through the mansion foyer (there are two wardrobes filled with junk to sift through), and into the main staircase hallway. Two dogs are fending off Tribals as they burst through the western doors. Tribals are humans clad in primitive garb, but wielding dangerous weapons. Join the battle against the Tribals, helping the hounds as much (or as little) as possible. When the initial wave has fallen, you can meet Desmond, a weathered and bespectacled Ghoul. More Tribals burst through into the withdrawing room. Any remaining doors cannot be entered, although you can gather items from Tribal corpses, and search the withdrawing room for a Carton of Cigarettes and a First Aid Box.

**First Aid Box****Carton of Cigarettes**



Demolish the second wave of foes. You can “accidentally” shoot Desmond or his hounds once, but concentrated fire only wastes your ammunition. To continue this quest, the mansion’s invaders must be quelled. When the coast is clear, Desmond inspects the (empty) bathroom and then opens the double-doors to the north. You hear a crash from upstairs. Rush southeast, into Desmond’s war room, ignoring the festooned monitors and gathering any of the additional equipment and weapons Desmond has amassed:



**Assorted Stimpaks and Chems**



**10mm Pistol (2)**



**Silenced 10mm Pistol**



**10mm Submachine Gun**



**Assault Rifle (3)**



**Frag Grenade (4)**



**Ammunition Box (6)**



**Minigun**

#### NEW OBJECTIVE

“Block off the breach upstairs in the west wing” begins.

## THEY’RE COMING OUTTA THE GODDAMN WALLS!

The Tribals have breached the west wing upstairs, but you can’t reach this area from the central staircase; you must move through the double doors Desmond just opened. Once through, step into the dining room, look up, and look out! A couple of maniacs drop through the patched ceiling in the chamber’s center. If you’re quick and place a Mine on the table, they land heavily and possibly with fewer appendages. Cut them down, ideally dropping another Mine in front of the sealed double doors in the southwest corner. These doors fly open and more Tribals stream in a short time afterward.

Use Grenades and back up, because you can lead the Tribals back to Desmond’s dogs to help in the slaughter. When you’ve rid the dining room of five or so Tribals, conduct a quick equipment gathering. You can feel the weight of the Axe, or load up a Lever-Action Rifle—two new weapons. Then check the northeast corner of the dining room for a First Aid Box near a skeleton by a third new weapon: the Double-Barrel Shotgun. Shotguns are the perfect complement to close-quarter fighting!



**Axe**



**Lever-Action Rifle**



**Double-Barrel Shotgun**



Try out some never-before-fired weapon technology on the Tribal scum, like this Double-Barrel Shotgun.

With the coast relatively clear, move southwest out of the double doors and head northward up the stairs. Move right, then right again along the upstairs landing. That hole in the corridor in front of you was the Tribals’ dining room entrance. Two more of these toughened warriors burst through the wall in the filing room to the east. Back toward the stairs two avoid axe-death at close quarters. When these of adversaries are gurgling up blood, stop for a moment and return to the barricaded corridor. Expertly leap or maneuver around the hole and into a second-ary bedroom. There’s a corpse on a bed near some equipment.



**First Aid Box**



**Ammunition Box**

Unless you’re a fan of Pencils and Pre-War Money, step through the filing room, using the hole to reach a nursery. You can pilfer some ammunition on your way into the continuation of the upstairs corridor. Step across into the music room if you wish, although there are more pressing matters than collecting Harmonicas (the only useful items in the music room). Fight Tribals back up the corridor and into the master bedroom. There are four to defeat, so take your time. When the room is empty, search the bodies and inspect the bedroom, gathering items and watching the entrance you just came from in case you missed a Tribal. End this west wing rampage by optionally contacting Desmond on the intercom; he orders you to seal the hole from the attic. Manage this by turning the adjacent lab room into rubble. Shoot the red tank you can see from the impassable door just left of the intercom. Or use up a Grenade and lob it in to trigger the explosion.

#### NEW OBJECTIVE

“Block off the breach in the east wing” begins.

## A SLIGHT CASE OF DRY ROT

Tribals have broken through into the mansion’s east wing! Exit the master bedroom, turn right, and Desmond unlocks the door leading to the balcony overlooking the main staircase hallway. Dash north, then east to the door diagonally opposite you, where Desmond and his dogs force back a trio of undesirables. Help if you wish. When it’s clear, Desmond sprints back to his cluster of monitors in his war room. Re-arm yourself from his cache. Then return to the door where the Tribals encroached from, and enter the corridor beyond. It is important to check the second-ary bedroom to the left, first. Gather any of the following items:



**First Aid Box**



**Ammunition Box**



**10mm Pistol**



**Assault Rifle**

Now turn right (south). A Tribal dashes across the corridor ahead of a barricade. Step to the First Aid Box on the barricade, and the floor gives way. You can’t avoid this, and you fall two floors into the root cellar below! Search the first room for some Ammo and Health, then continue into the wine cellar. If you’re a fan of Whiskey or Wine, there’s plenty to gather. However, watch the door to the north. A shotgun blast knocks it open, and three more Tribals storm in, hopefully onto the Mine you just laid. Begin another bout of fierce fighting.



**Tip**  
If the Wine and Whiskey interest you, gather it now. Who knows when you’ll access this cellar again....



**First Aid Box****Ammunition Box (2)****Whiskey and Wine Bottles**

Although the weapons may change, the fervor these Tribals attack with remains constant, and seemingly controlled....



The Tribal takedowns continue as you ascend the cellar stairs. Blast another Tribal as you round the corner, head south toward the small library, and battle two more Tribal foes before entering the main study. The study is initially empty, but don't spend too long inspecting the area (a First Aid Box is on the middle table, and the hole you fell through is near the exit double doors), as two knife-wielding maniacs charge in from the kitchen. Dispatch them both (don't fall into the hole). The passageways adjacent to the study are blocked, so pop into the kitchen, optionally grabbing the Brahmin Steak and Beer, then face another attacker in the pantry to the north. Grab the foodstuffs you want, as well as the Ammo and First Aid Boxes. Then head back into the kitchen, and eastward into the connecting corridor, which leads up the stairs to the upper floor...where you were supposed to be in the first place!

**First Aid Box (2)****Ammunition Box (2)**

Once at the top of the stairs let rip into the possessed hides of two more foes streaming in from the billiards room. Once they are cut down, you can slowly move toward the exit on the opposite side of the room, coaxing another foe into a fight. Putting the pool table between you and a Tribal with a melee weapon is an excellent plan. Search the room to find an Ammo Box. Exit onto the corridor, and move north toward the barricade, which is directly next to the hole you fell through. Now you can grab the First Aid Box, and Grenade from the Ammo Box, and peer across into the locked bedroom. Desmond needs this breach closed, so aim at the red tank and it rips apart, sealing the encroachment point. Desmond unlocks the door at the end of this corridor, and beckons you back into the main staircase hallway. The Tribals are planning a final assault!

**First Aid Box****Ammunition Box (2)****Pool Cue (2)****NEW OBJECTIVE**

"Fend off the last of the invaders" begins.

## ONCE MORE UNTO THE BREACH, DEAR FRIENDS, ONCE MORE

Run south and west, around to the barricade balcony Desmond has erected, complete with monitors and handy additional supplies, including a Sniper Rifle (all of which can be added to your arsenal). Another breach is imminent! You options at this point. You can:

Sprint downstairs, and "booby-trap" the double doors to the north and side doors east and west with placed Mines and Grenades to soften up the final waves of Tribals. Place these explosives near the door, so the explosion rips through all foes attempting to breach.

Use long-range (and ideally, V.A.T.S.-based) sniping with a favored weapon. This supporting role has you on the balcony, darting around while Desmond and the dogs battle at closer quarters.

Or wade in and blast away. This is the usual plan, but it's more dangerous and uses up more ammunition.

In addition, you need to be aware of the exact location where the final four waves of (between three and four) Tribals appear, so listen for Desmond's barked instructions, or remember the following plan:



Wave #1 breaks through the upstairs door in the northeast corner. They usually swarm Desmond's upper barricade.



Wave #2 crashes in from the downstairs door in the northeast corner. Use the stairs to your advantage, lob a Grenade behind the foes' cover.



Wave #3 bursts in via the downstairs double doors in the northwest corner. Desmond is usually in the thick of it, allowing you to focus your attacks on one or two foes.



Wave #4 rips through the main entrance doors to the north, and includes a Tribal armed with a Minigun. Now might be an excellent time to dive behind cover!

Also remember that you can retreat into the war room (to the south, downstairs) for more weaponry, or use the defenses if the battle is becoming difficult. Fight until every last Tribal lies twitching.

**First Aid Box****Ammunition Box (2)****.308 Caliber Round (48)****Sniper Rifle****Minigun (and other Tribals' items)**

#### NEW OBJECTIVE

"Talk to the mansion's owner" begins.

#### NEW OBJECTIVE

"Talk with Desmond about his offer" begins.

Assuming Desmond isn't recovering from being knocked unconscious, you'll find him standing near his war room. Talk to him and Desmond scoffs at your prowess. He didn't even need the "failsafe." Whatever Desmond thinks of your fighting, it was enough to earn you the Superior Defender Perk! Furthermore, Desmond offers to "train" you! You can now try any of the following:

You can ask what he wants done about the Tribals. Be a good pup, and Ol' Desmond is willing to give you a treat, but you need to infiltrate their commune, which is located inside the Ark & Dove Cathedral. This begins **Quest: Walking with Spirits**.

You can ask about Nadine. He did see a girl snooping around the mansion a few weeks back.

You can ask about Desmond, and his answer is short, to the point, and involves swearing. Desmond is a self-proclaimed rock-hard bastard, and you may stand to benefit from the hundred years of additional training he's had over you.

You can try killing Desmond, but he's only knocked unconscious. Best not upset the old geezer.

#### NEW OBJECTIVE

"Investigate the Tribals at the cathedral" begins.



#### Superior Defender

You now do more damage and have better defense when standing still.

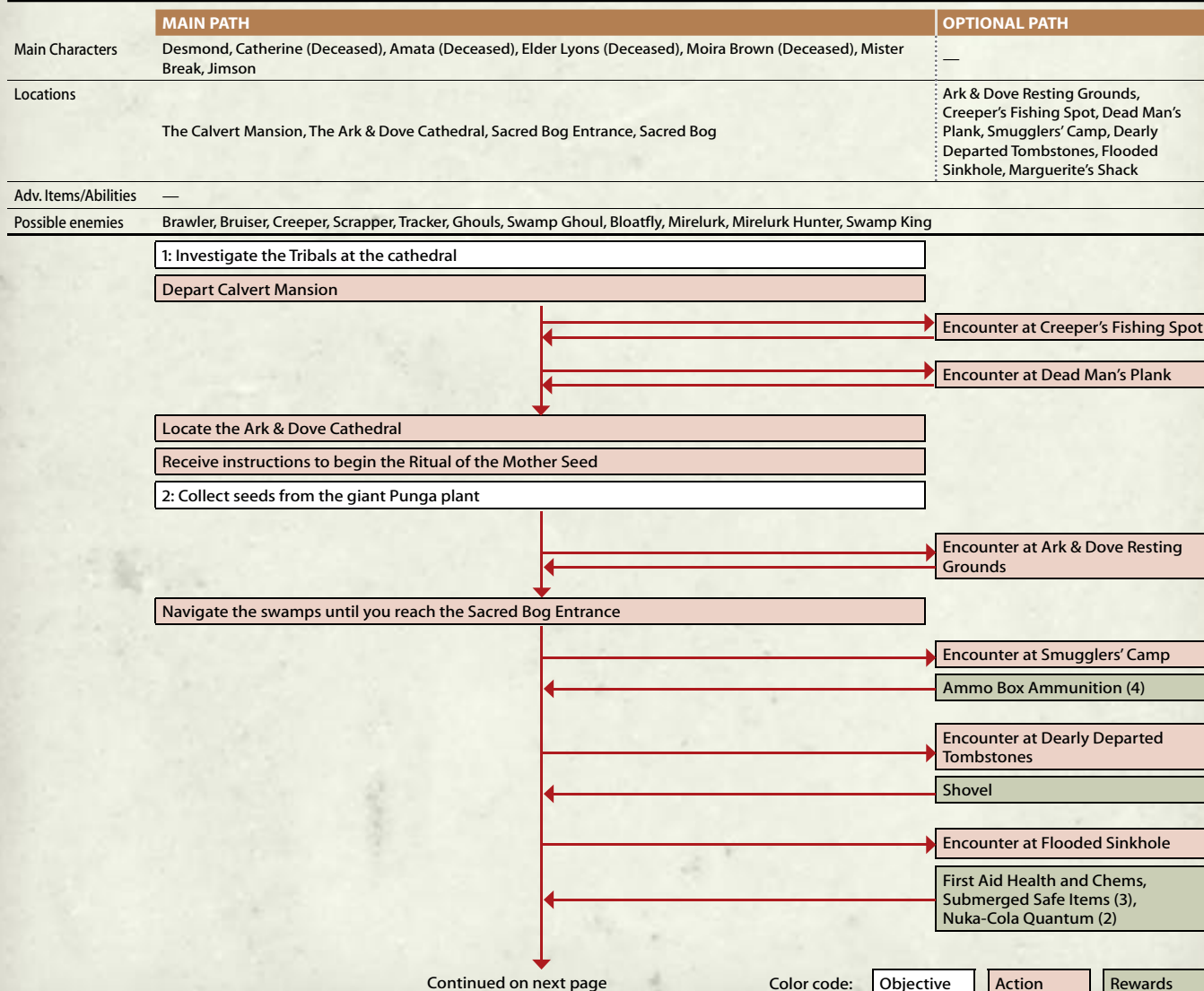


300 XP



# Walking with Spirits

#### QUEST FLOWCHART



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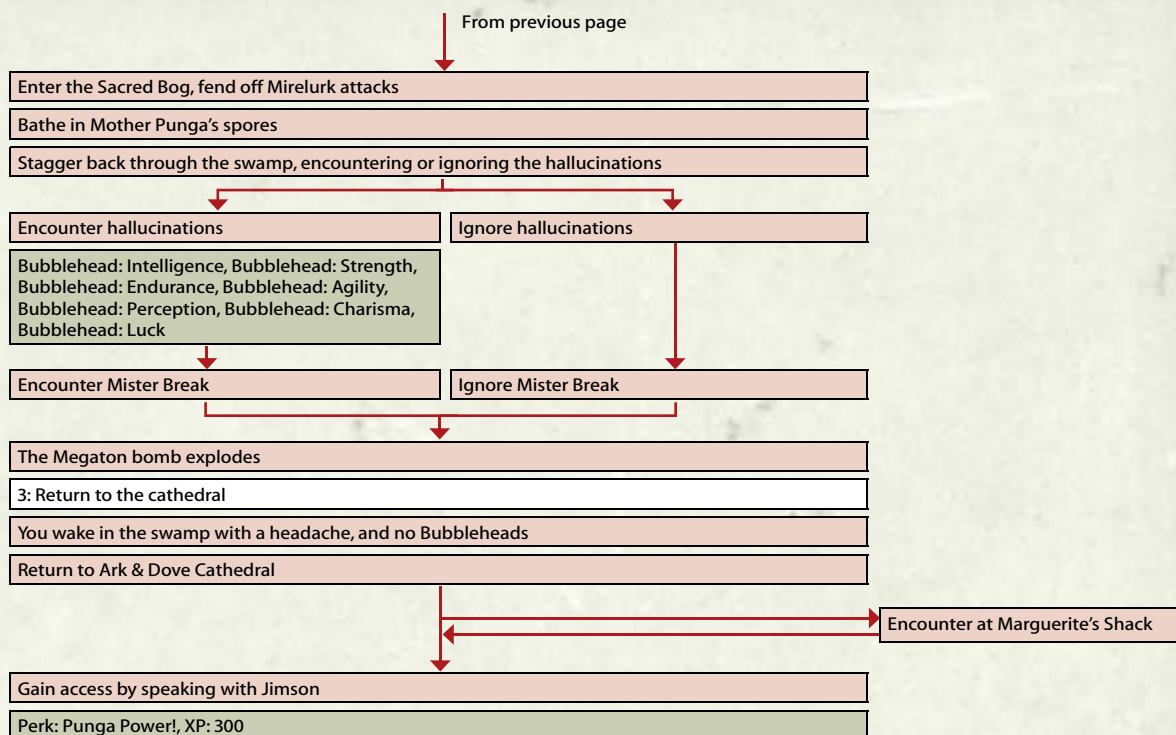
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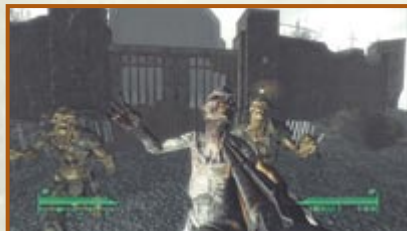
## THE ARK & DOVE

### NEW OBJECTIVE

"Investigate the Tribals at the cathedral" continues.

Make sure Desmond has ordered you off on this quest continuation, or you'll be disappointed when you reach your next destination. You can just make out the Ark & Dove Cathedral through the mists, directly north of the Calvert Mansion. Set off on the pathway, but not into town; instead carefully descend the gently sloping beach to the river mouth, because the entrance to the cathedral is more easily accessed if you maneuver around the west side of the building. However, as you continue northward and slightly west, you may encounter (or stealthily avoid) Creeper's Fishing Spot [LAT 10/LONG 06], with two yokel fishermen looking for a catch.

Fight or flee, but always keep the cathedral spire in view as you climb the cliffs on the north shore of the river mouth. If you scramble up the rocks while moving in a vaguely northeasterly direction, you may witness a traitorous Smuggler's execution from Dead Man's Plank [LAT 13/LONG 05] just above the Herzog Mine. In fact, if you're quick, you can race up and around to the top of the cliff and the plank itself, and inspect a morsel of the Smuggler's corpse still on the plank to claim his items!



Who lingers at the threshold of transcendence? Feral fiends prowling the hilltop cemetery, including a new nuisance: the Swamp Ghoul.

The ominous and spired building atop the blasted promontory is the Ark & Dove Cathedral. The place is locked up tighter than the Republic of Dave, and the inhabitants are just as loopy. Approach the main gate, around to the northwest of the impenetrable brick perimeter wall, and look for the intercom. Activate it, and a rather ethereal voice asks your business. No matter your response, you're told that to gain entry you need to see the world in a different way. You are given instructions to begin the Ritual of the Mother Seed. Your Pip-Boy's Map updates. Back away from the cathedral, then prepare to repel some shambling Ghouls who may be approaching from the Ark & Dove Resting Grounds.

### NEW OBJECTIVE

"Collect seeds from the giant Punga plant" begins.

## ROAMING IN THE GLOAMING



A Feral Ghoul Roamer takes Brass Knuckles to the remains of his face. Enemy animosity is safer than facing both forces on your own.

Your Pip-Boy updates with a location far to the west; a place known as the Sacred Bog Entrance [LAT 01/LONG 04]. You must trek to this location and the following route shows the interactions that take place if you attempt the most direct (and optimal) path. From the cathedral gate, head directly west along the road, then break from the path, and move down the hill (stealth is a good option here) toward the Smugglers' Camp [LAT 10/LONG 03]. If you're lucky, you can coax a group of nearby Ghouls into attacking the Smugglers, or face them in combat. These battle-hardened humans are tough, so use their skull-adorned cover to your advantage.

After the nearby area is (hopefully) secured, check the campfire itself. There's a large amount of ammunition to grab here—and some delicious Squirrel Stew. From the camp, head into the thick swamp and undergrowth in a westerly direction. You should reach a set of two tombstones of the Dearly Departed [LAT 08/LONG 03]. You can rob the graves for some choice (and random) items, as well as a new melee implement: the Shovel.



**Ammunition Box (4)**



**Shovel**

Head just slightly south of due west, wading through the marshy water to a promontory where you're likely to be attacked by a couple of yokels. Then continue your trek through the marsh and scrubland, crossing another small body of water and homing in on the Flooded Sinkhole [LAT 05/LONG 04], which you'll stumble across if you keep heading just south of due west. You disturb two swamp-folk, and after dispatching them both, conduct a careful (and optional) search of the area. There's the usual scattered refuse, a mattress to sleep on inside the caravan, but the biggest area of interest is the lake to the west.

This is actually a gigantic sinkhole, as you'll discover if you swim out to the flotsam in the middle of the water, locate the gnome in the tiny crate, and then vertically dive down through the murky water to the bottom of the sinkhole. It may take a couple of attempts to search through the sunken junk to locate the three Safes, First Aid, and wedged Nuka-Cola Quantum bottles, but the results are worthwhile.



**First Aid**



**Submerged Safe Items**



**Nuka-Cola Quantum (2)**

Swim back, and continue your soggy trek westward, moving between the low rocks and over the marsh pools, then onto the winding paths. Look for a wooden bridge to your right, leading to a path where you pass a rusting bathtub and some Punga plants. As the twisted trees begin to get more dense, head toward your target location, there are usually three Bloatflies flapping about this area. Just west of them, some wooden planks lead between wild Punga plants, and to a wooden door. Check the First Aid Box and Sack, and then open the Door to Bog Entrance.



**Caution**

The Sacred Bog is home to a large number of Mirelurks and their Kings. Be sure you've packed appropriate weaponry (Hunting Rifles to aim at the Mirelurks' heads, for example) before you investigate this area.

## THE LURKERS AT THE THRESHOLD

Your spiritual awakening is close! However, to find this fabled "Mother Punga," you have more trekking to accomplish. Inside the narrow Bog Entrance tunnel, an undulating but straight path leads to a Door to Sacred Bog at the far end. Aside from Punga plants, the only item here is an Axe near a skeleton. Open the door, and enter the Sacred Bog, passing through a rocky gap with a fallen tree above it, and out into the shallow bog itself. You're soon set upon by three Mirelurks. It pays to be stealthy, or take this exploration slowly, to avoid being overrun by these vicious critters.

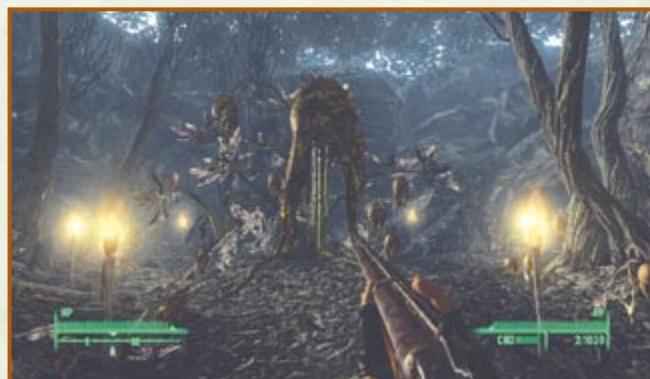


**Tip**

Feeling famished? Then gorge on Mirelurk Egg Clutches. The meat is tasty and only slightly radioactive.

Wade between the bullrushes as two more Mirelurks scuttle forward to snap at you. Assuming you survive, you can continue along a watery channel to your left, or climb onto the pathway to the right (which is recommended). Slow down along this path; the rocky wall to your right (north) contains an alcove where a Swamplurk awaits! See if you can spot his glowing eyes in the distance, and avoid his disgusting spitball. He guards only a crate of Pork N' Beans, although there's Beer and a Stimpak too. Stay in the water, and you risk the Swamplurk attacking you from behind. Now follow the pathway around and to the northeast, into a cave.

Enter the cave, look down and disable a number of Bear Traps, one of which has already defeated a Mirelurk. Wind through the rest of the cave, passing the campfire and more Bear Traps, and go out of the opposite gap into the inner bog. Pass between the two torches, and the straw doll clusters, and repel another Mirelurk attack. Carefully press onward into another marshy glade, ever-wary of another Mirelurk strike, which soon comes (usually with a Swamplurk, too). Pause only if you wish to search for Egg Clutches, then press on along the path to the northeast, which curves around and rises slightly to the southeast. Pop the brains of two more Mirelurks as the bog turns into a small ravine.



What an incredible specimen! What interesting spores on the Mother Punga's stamen! How intoxicating!

This ravine soon becomes waterlogged, and stretches off toward a low and wide rock structure. Two powerful Mirelurks come gamboling in to savage you. Deal with them, then continue in a roughly south-to-southeasterly direction, all the way to the end of the Sacred Bog. Locate the rows of torches and follow them to the large circular alcove, where the imposing "Mother Punga" resides, motionless. Pick as many Punga as you wish, and inspect the plant's stamen. Activate the Punga Seed Pods. These release a small cloud of gas, which knocks you right over! You scramble to your feet again, feeling more than a little woozy. Everything is all right though, isn't it?





## PUNGENT PUNGA: MIND-WALK WITH ME

### PART 1: BREATHE DEEP IN THE BLUE

Your spiritual walk begins now! It is recommended that you return to the cathedral as quickly as possible. Your first indication that something is amiss is that your vision takes on a bluish hue. Adventurers who have visited Vault 106 know this is a sign of hallucinations to follow, and sure enough, your mind begins to warp as you exit into the shallow water. Make sure it doesn't snap!

### PART 2: SCHMAULT-TEC BUBBLEHEAD: INTELLIGENCE



Move to the small earth island. Avoid or pick up the Schmault-Tec Limited Edition Bubblehead. It reads "Tsk. Tsk. Walked right into another trap. Exactly how stupid are you?"



**Bubblehead: Intelligence**

### PART 3: SCHMAULT-TEC BUBBLEHEAD: STRENGTH



Continue northwest to the tiny island. Avoid or pick up the Schmault-Tec Bubblehead. It reads "This is one situation you're not going to be able to fight your way out of."



**Bubblehead: Strength**

### PART 4: SCHMAULT-TEC BUBBLEHEAD: ENDURANCE



You sink deeper into the blue. Head onto the path. Avoid or pick up the Schmault-Tec Bubblehead. It reads "Keep it up, you're almost there... wherever 'there' may be... probably nowhere."



**Bubblehead: Endurance**

### PART 5: SEEING THE SAW



Venture farther along the path. You're startled by a giant surgical saw cutting a bloody groove into the earth. Unnerved, you should try to continue. The advice? Take baby steps.

### PART 6: QUANTUMS GO NUCLEAR



Stifle a vomit as you stagger onward along the path. Nuka-Cola Quantums begin to fall from the trees, land, and explode. What's worse? You can't even add them to your collection. How will you explain this to Sierra Petrovita?

### PART 7: SCHMAULT-TEC BUBBLEHEAD: AGILITY



Ahead is a rocky pedestal. Avoid or pick up the Bubblehead on it. It reads "Isn't it funny how everything you get close to ends up leaving?"



**Bubblehead: Agility**

### PART 8: SCHMAULT-TEC BUBBLEHEAD: PERCEPTION



It might be time for a sit-down. Unfortunately, the cave you've entered is topsy-turvy, and you're standing on the sky. An easily missed Schmault-Tec Bubblehead dangles from the... floor? It reads "This doesn't look right, not right at all."



**Bubblehead: Perception**

### PART 9: THIS IS A STITCH UP, RIGHT?



Head out of the cave, following the giant needle as it threads the bloody earth. Head along the path and peer into the distance; you don't want to miss the view of the Washington Monument. Don't let the symbolism needle you.

## PART 10: WHAAAA! AH-WAAAA!



Who's that on the gurney? A lady named Catherine? This must have been a difficult birth. Can I have my Schmault-Tec Bubblehead, please? It reads "Blech. If my kid looked like that, I'd abandon it too." I don't want it any more.



**Bubblehead: Charisma**

## PART 11: WHAT'S AMATA WITH YOU?



Let's go paddling. Look, your friends have joined you! Silly Amata, you'll drown like that! No wait, she's dissolving. Oh. Elder Lyons vanishes too. Ah. And before you can say "Shady Hat," Moira Brown's gone, too.

## PART 12: THEM'S THE BREAKS



The last Bubblehead reads "Dead mother, life in a post-nuclear Wasteland and not a friend in it. Yeah, you aren't exactly blessed." After an explosive conversation with Mr. Break (or a nuclear sprint for freedom), a Megaton bomb detonates, and everything turns white. . . .



**Bubblehead: Luck**

## BACK WITH THE BLOATFLIES

### NEW OBJECTIVE

"Return to the cathedral" begins.



You haven't been verbally bombarded with a cosmology this bizarre since your talk with Confessor Cromwell. . . .

You appear back at the Sacred Bog entrance. Your Bubbleheads have vanished permanently. The ritual is complete! At least, it will be when you return to the Ark & Dove Cathedral. Begin an easterly trek, starting with some Bloatfly dispatching. Follow the route you took to get here, trekking directly across the marsh, wading near the Flooded Sinkhole, and skirt the northern perimeter of Marguerite's Shack [LAT 08/LONG 04]. You may find yourself engaged in a tussle near the Earthen Closet Outhouse. Alternately, you can always flee across to the Smugglers' Camp, and then scale the steep slope to the cathedral entrance. Access the intercom, and you receive some joyous news; you are welcomed into the Tribe, and the gate slides open. Meet Jimson, the first Tribe member you shouldn't aggressively slay (yet). Truly, the Mother Punga has bestowed her wisdom upon you! You are awarded a new Perk, and you're free to enter the cathedral, after a short additional chat with Jimson.



### Punga Power!

You now receive better effects from eating Punga Fruit.



**XP 300 XP**

# Hearing Voices

### QUEST FLOWCHART

	MAIN PATH	FREEFORM QUEST: TAILING THE TOMBOY
Main Characters	Jimson, Croatoa, Nadine, Desmond, Jackson, Transcendent Master (Holographic Projection)	Nadine
Locations	The Ark & Dove Cathedral, The Calvert Mansion, Wrecked Seatub, Sea Cave, Ark & Dove Well	Ark & Dove Cathedral
Adv. Items/Abilities	Speech	—
Possible enemies	Brawler, Bruiser, Creeper, Scrapper, Tracker, Ghouls, Swamp Ghoul, Mirelurks	—
Continue the conversation with Jimson		
1: Find the location of the Tribal leader		

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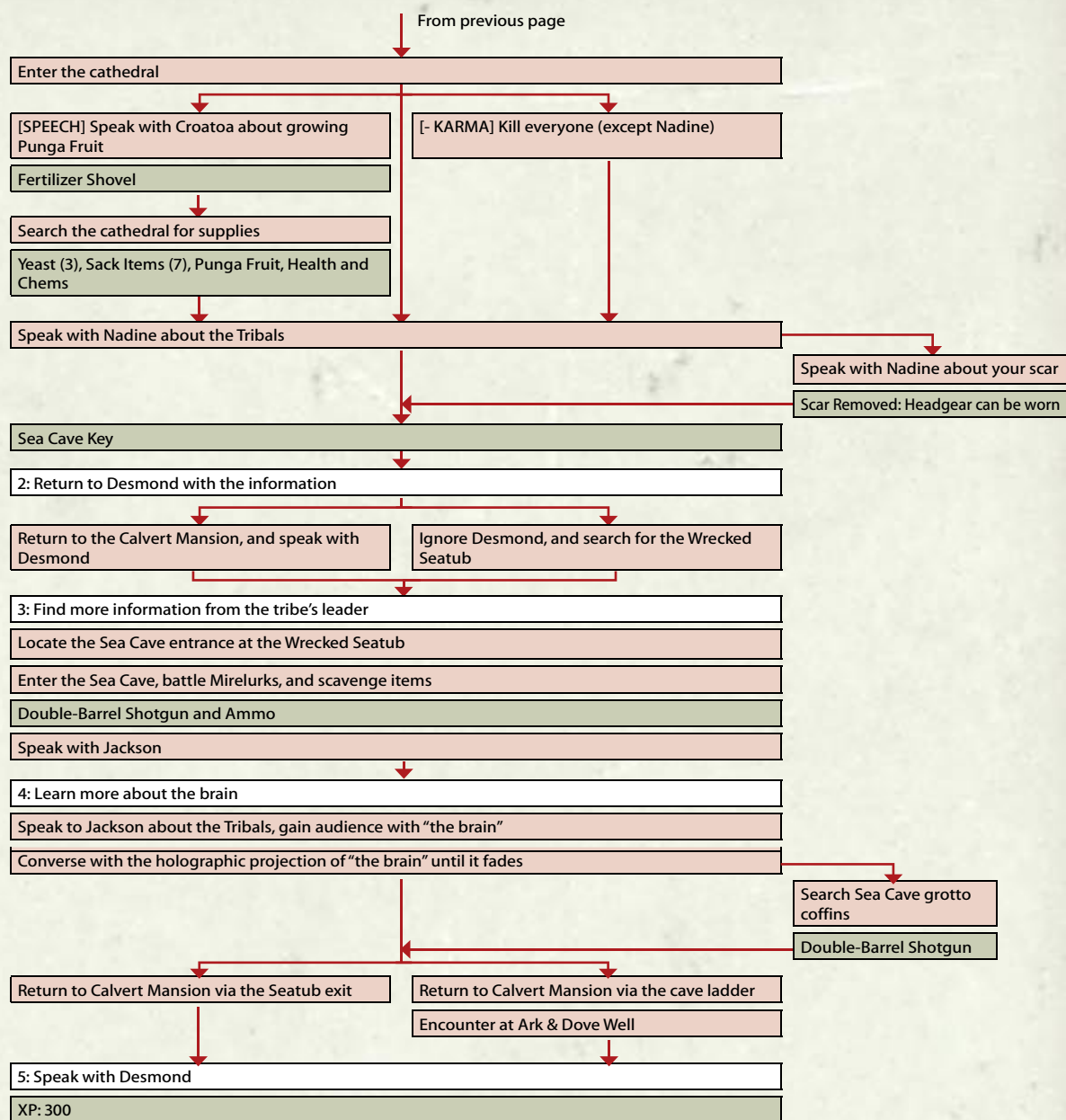
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Objective

Action

Rewards





## THE CRAZIES INSIDE THE CATHEDRAL

After your Punga Power! Perk is awarded, continue your conversation with Jimson. You can ask him:

About the Tribe's belief structure; this involves the expansion of the perfect mind, and the rejection of the corrupt physical.

More importantly (for your quest), you can ask about the Tribe's leader: A man named Jackson is mentioned, although he's withdrawn to the "Cavern of Communion." Jimson doesn't know where the cavern is though.

The reasoning behind the mansion attack, which was apparently divination from the most enlightened one. Jackson, you suppose.

About the abundance of Punga Fruit, which of course, is due in part of the perfect balance with nature and the higher planes.

Your head hurts, and not just due to the answers you're getting.

Attacking Jimson ruins the quest, so put away your weaponry, optionally give the walled garden a quick once-over (there are Punga Fruit to take, so you can check your new Perk's abilities), before opening the cathedral's front doors.

### NEW OBJECTIVE

"Find the location of the Tribal leader" begins.

Once inside, you can inspect the various hydroponic Punga plants with exceptional specimens that you can pick. A few steps in, you can converse with Croatoa, a Tribal who appears to have given himself over to the cause completely. Conversation starters include:

Asking where Jackson is, who leads the Tribe, where you can find Jackson, and why the mansion was attacked. The only useful response is that the mansion hill is "holy."



Also ask Croatoa about growing the Punga Fruit. Succeed with a **Speech** Challenge, and he shares his horticultural secret and gives you a Fertilizer Shovel.

Croatoa may be causing your head to ache. Leave him and continue into the cathedral, sleeping on the mattress or makeshift bedding if you wish, and picking through any stored objects. There are bags of Yeast, which are useful for completing the **Miscellaneous Quest: A Spoonful of Whiskey**. Farther into the cathedral, you find Jimson, who may be under a trance or dancing with other Tribals. This gives you the opportunity to check the various Sacks (that hold Food and Health items) and the large desk and lectern (with Punga Fruit, Rad-X, Moonshine, and RadAway to grab).



### Fertilizer Shovel

**DAM 18, EG 3, VAL 55, Effects: +3 DAM, +100 MAX COND, +10 CRIT DAM, HP -4/sec for 10 sec**



### Yeast (3)



### Sack Items (7)



### Punga Fruit



### Health and Chems

## TRUE ENLIGHTENMENT

### FREEFORM QUEST

**Tailing the Tomboy continues.**



Nadine's revelations are so astounding you hope you have the brainpower to comprehend it all... especially now.

Don't forget to check the cathedral's southeastern corner. Another Tribal member makes much more sense than the others: Nadine! However, the tomboy you were tasked to find begins with a series of incredibly confusing utterances, talking about Tribals getting their heads cut open! She tells you to check your head for a scar. Everyone got one after heading into the Sacred Bog. Nadine reckons this is what these maniacs meant about "freeing your mind." Now you can:

Ask her where Jackson is. She says in his "magical thinking-cave." Nadine signed up for drugs and magic, not this "crap!" She's about to ditch these losers, but she tells you Jackson's cave is under the cathedral, and hard to find. She hands you a Sea Cave Key to enter the cave via a wrecked ship.

Ask her whether you can get rid of your scar. Nadine succeeds with some invisible mending, although she's quick to point out that you're still missing a chunk of your brain. Then ask who's responsible for this surgery, and she tells you she's got a hunch; you should meet her by the riverboat in a "day or so." Consult the section marked "**Freeform Quest: Tailing the Tomboy**" on page 656.

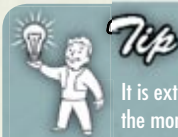
Tell her about her mother's request. She knows her mother's worried, but she seeks adventure and is bound to be back soon. You can also ask about her, too.



### Scar removed



### Sea Cave Key



It is extremely important to speak with Nadine, because from the moment you complete the Punga hallucination ceremony, the suspicious scar you have no knowledge of receiving doesn't allow you to wear any headgear. An odd exception is the Policeman's Hat, a Point Lookout-only item. However, you can elect to keep the scar, which automatically heals when you return to the Capital Wasteland. However, Nadine won't confront the scar-giver until it has been removed (either by her, or after it heals over).

### NEW OBJECTIVE

"Return to Desmond with the information" begins.

## ROUND THE RUGGED ROCKS

Although you can head straight to the Sea Cave entrance at the Wrecked Seatub [LAT 15/LONG 02], it is better to inform Desmond about these events, so trek southward down the cliffs, crossing the sand banks to the mansion. Along the way, you may spot a couple of Mirelurks engaged in a fierce fracas with a yokel; it pays to wait and slay the victor, then collect any spoils. Or, simply avoid this animosity. Trudge back to the mansion, enter it, and head toward Desmond's war room.

Remember to gather any additional ammunition and weaponry from the war room, either before or after talking to this no-nonsense Ghoul. Desmond halfheartedly congratulates, then tells you there's no time to dilly-dally. Desmond wants to know why the Tribal leader wants this mansion condemned and razed to the ground.

### NEW OBJECTIVE

"Find more information from the tribe's leader" begins.



Romp around the rugged rocks, or approach this Seatub from the cliffs close to the cathedral.

Say "cheerio" to Desmond, and exit the mansion, trekking in a north and northeasterly direction across the blasted heath, down onto the beach, and toward the jagged rocks. Skate around them to the east, wading through the shallow ocean water and continuing around the rugged rocks to the Seatub. Or, you can scale the cliffs, head northeast past the cathedral, and locate a cliff-top path that leads you down to the Seatub without getting your feet wet. Use the Sea Cave Key that Nadine gave you, and open the circular hatch on the Seatub.



## COFFIN DODGERS

The Seatub's ladder leads down to a soggy Sea Cave, and a narrow path illuminated by torches. You can opt to stay on the path, or drop into the water. However, you may wish to attack the Mirelurks from the path above. Aside from the Egg Clutches that you can pry open, there's another reason to get a little wet: find the remains of a long-dead robber lying in his boat with a pile of floating Pre-War Money, and more importantly, a Double-Barrel Shotgun. Grab what you need, but beware of the Swamplurk. Then scramble back onto the torch pathway and follow it south, then around to the west. As it dips down toward sea level, note the grotto to your left (south). Another Mirelurk hides here, usually a Swamplurk guarding some Egg Clutches.



### Double-Barrel Shotgun and Ammo

Whether you're slaying or fleeing from Mirelurks, the spelunking continues around and to the north, along the winding, torch-filled path, and into a grand grotto. Look up and you'll see tree roots poking down from above. Geographically minded adventurers are likely to surmise that this chamber lies directly below the Ark & Dove Resting Grounds [LAT 13/LONG 01]. Indeed, fallen coffins are scattered everywhere. Inspect them all; one can be opened to reveal some ammunition and Workman's Coveralls. To the northwest of this subterranean sepulcher is a Ladder to Point Lookout. Don't head up there yet, although it is your preferred exit route.

## MEETING THE MASTER

Instead, head up and along the pathway to the ledge overlooking the grotto. Before you reach this overhang, you may have heard two men talking. A man approaches, asking whether you are a fellow seeker of the higher planes. This is Jackson, the Tribals' leader! Greet him as you wish, and he mentions the Transcendent Master, who is apparently the real mind behind the Tribals. Assuming guns aren't produced, you can speak with Jackson about:

The Tribals: A family of dreamers, a band of astral explorers, and a church of the mind. Thought so.

Leading his Tribe: He deems himself but a humble shepherd. Then he mentions a shining mind that speaks to him in his meditations.

### NEW OBJECTIVE

"Learn more about the brain" begins.

The mansion attack: Violence was not the reason; the goal was merely to remove the Ghoul. Apparently, Desmond was an offense to the Transcendent Master's astral dominion. Finish off the chat by requesting an audience with this mighty meditator. Jackson lets you by, and wanders back to the cathedral.

You can also brandish a weapon and cut down Jackson, quickly gaining you an audience with the Master.



Your squishy pink mind soon realizes the Transcendent Master is a deluded brain filled with holographic light and Ghoul racism.

You come face to face with...a small holographic projector spilling out the strange image of a luminous blue brain. Approach and "speak" to the brain. It remarks that Jackson is a simpering spiritualist, and his Tribe are "idiots." Interrogate him and conversation should wind around to Desmond. He has a jammer that limits the brain's projection range to this "pathetic cave." He seems to know Desmond, and the Ghoul was responsible for the brain's current state. After an unpleasant goodbye, the projection fades. This would be a good time to speak with Desmond. Exit the grotto by the ladder, near the skeleton with the Double-Barrel Shotgun. You appear near the Ark & Dove Well [LAT 13/LONG 03].

### NEW OBJECTIVE

"Speak with Desmond" begins.



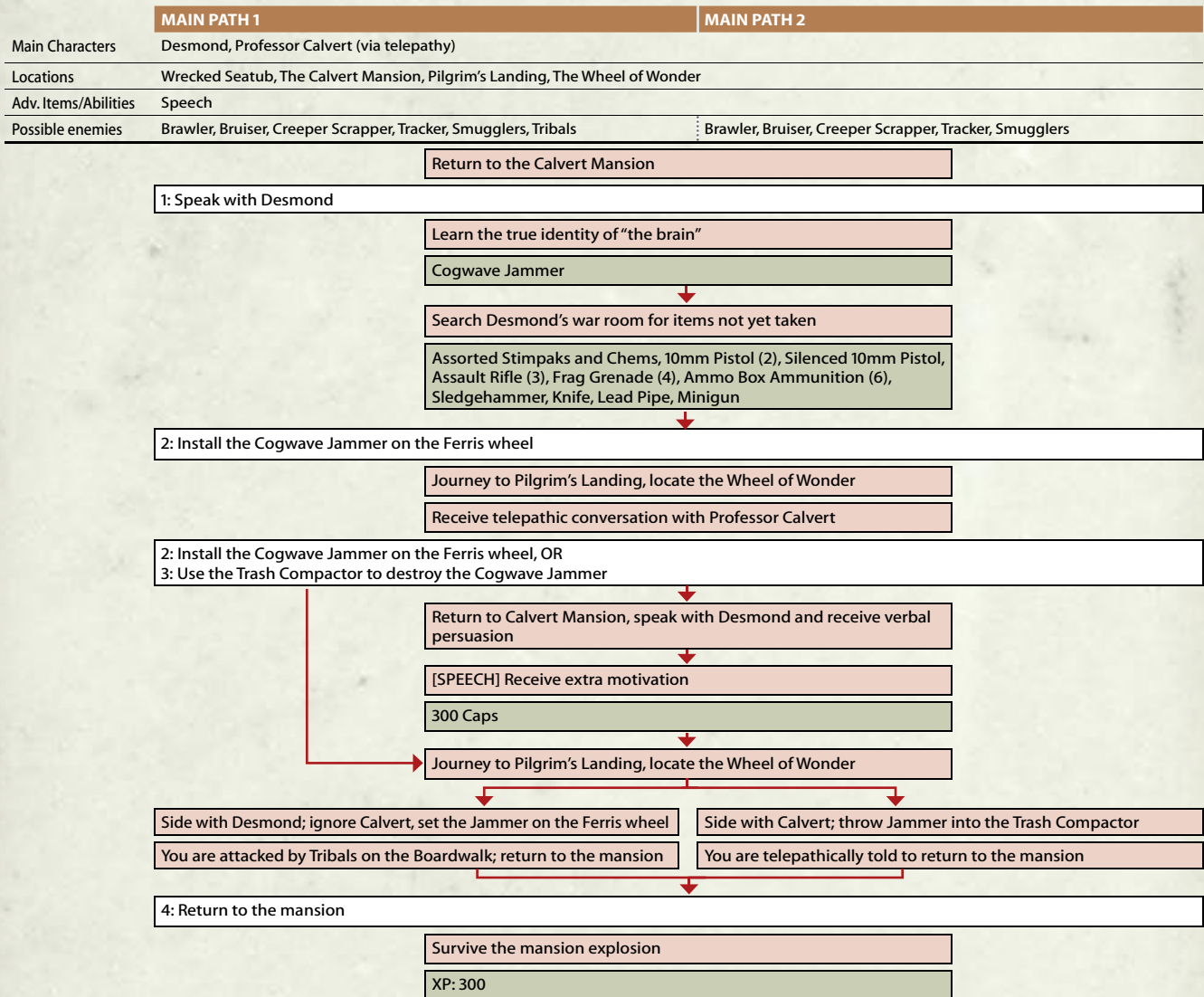
### Double-Barrel Shotgun



300 XP

# Thought Control

## QUEST FLOWCHART



Color code: Objective Action Rewards

## THE BRAINS BEHIND THIS OPERATION

### NEW OBJECTIVE

"Speak with Desmond" continues.

Escape the ramblings of the brain, either via the Wrecked Seatub, or using the ladder in the grotto area where you spoke to Jackson. Clamber out of the well, and descend the cliffs heading back once again to the Calvert Mansion. Head for the war room where Desmond is waiting. He goes off into a rant about his old rival. Apparently the brain you chatted with was once Professor Calvert, of the Calvert family, wealthy

landowners who built the mansion. Without the aid of his "Tribe," Calvert is effectively powerless. Desmond reckons Calvert is using a high frequency cognitive sine broadcast. If you fix the Cogwave Jammer (which Desmond hands you) to the tallest structure (the "Wheel of Wonder" back in town), Desmond can pinpoint Calvert and launch an attack on him.



**Cogwave Jammer**

### NEW OBJECTIVE

"Install the Cogwave Jammer on the Ferris wheel" begins.





Perhaps that lobotomy you unknowingly suffered did addle your brain, because as you near the Ferris wheel, you'd swear Professor Calvert is talking to you.

Take any additional armaments from the war room that you need, and depart. Check your Pip-Boy for the location to travel to (the Wheel of Wonder [LAT 06/LONG 10]), and exit the mansion, heading west toward Point Lookout. If you take a direct path, you may encounter some violent inbred swamp-folk near the Beachview Campsite [LAT 10/LONG 10]. Keep going to the boardwalk and you begin to hear a voice in your head! What is it telling you to do?

## COGNITIVE DISSONANCE



### Note

At this point, you must make one of two choices, branching this quest into one of two paths. To fully savor this quest, it is wise to save your progress before you reach the Ferris wheel.



### Tip

Ransack the Calvert Mansion for any remaining goods, as there's a more than 99 percent chance the place won't be standing quite as proudly when you return to it!

Professor Calvert's disembodied voice speaks inside your mind, telling you not to ally yourself with Desmond, and to throw the Cogwave Jammer into a Trash Compactor. What will you do?

#### NEW OBJECTIVE

"Use the Trash Compactor to destroy the Cogwave Jammer" begins.



## SIDING WITH THE GHOUL MANIAC



Side with the Limey, and search for this Ferris wheel gondola to set the Jammer on.

Ignore Calvert, and head up the sloping entrance to the foot of the Ferris wheel. Move to the gondola at the foot of the structure. Activate it, and you're asked whether you want to Install the Cogwave Jammer, or Leave it alone. Choose the former, then Activate the Electrical Switch nearby, and the Ferris wheel grinds into life, spinning the Jammer up to

the top. You are immediately set upon by half a dozen Tribals, including two on the rooftops on either side of the boardwalk. Battle back to the boardwalk perimeter, choosing to either fight or flee from the Tribals.

As soon as you hear Calvert in your head, you have another option: to return to Desmond and tell him your mind has been compromised. Tell him you're thinking of discarding the Jammer, and Desmond asks if you're going through with the plan:



You can use your **Speech** skill to tell him you might, and ask for motivation not to. Desmond pays you accordingly. You gain 300 Caps and a scowl from the Ghoul.

You can tell him you're buddies, and you'd never do that.

You can tell him you haven't decided.

Whatever the choice, you can still change your mind and set back out to Point Lookout (ideally with some additional Caps thanks to your fast-talking).



**Caps (300)**



## SIDING WITH THE CALVERT BRAINIAC



Side with the brain, and search the Ferris wheel boardwalk for this Trash Compactor.

Calvert seems to be making sense. Head toward the Ferris wheel, then inspect the Trash Compactor to the left of the entrance ramp. Activate it, and you're asked whether you want to Throw the Cogwave Jammer into the compactor, or Leave the compactor alone. Choose the former, and the compactor chews up the Jammer, allowing Calvert to continue his lobotomy-based reign. Calvert telepathically tells you to return to the Calvert Mansion.

## CRITICAL PATH: CATASTROPHE AT CALVERT MANSION

#### NEW OBJECTIVE

"Return to the mansion" begins.

Hundreds of years of Calvert history, plus seven months of Desmond's ordnance stockpiling and security camera outfitting go up in smoke.



Trek across the boardwalk, moving east to southeast, heading toward the mansion. A series of rigged explosives detonates along the roof of the building. The mansion is engulfed in a cataclysmic fireball! The area is thick with smoke, and pieces of burning timber fall from the skies. Professor Calvert isn't a brain to be trifled with!



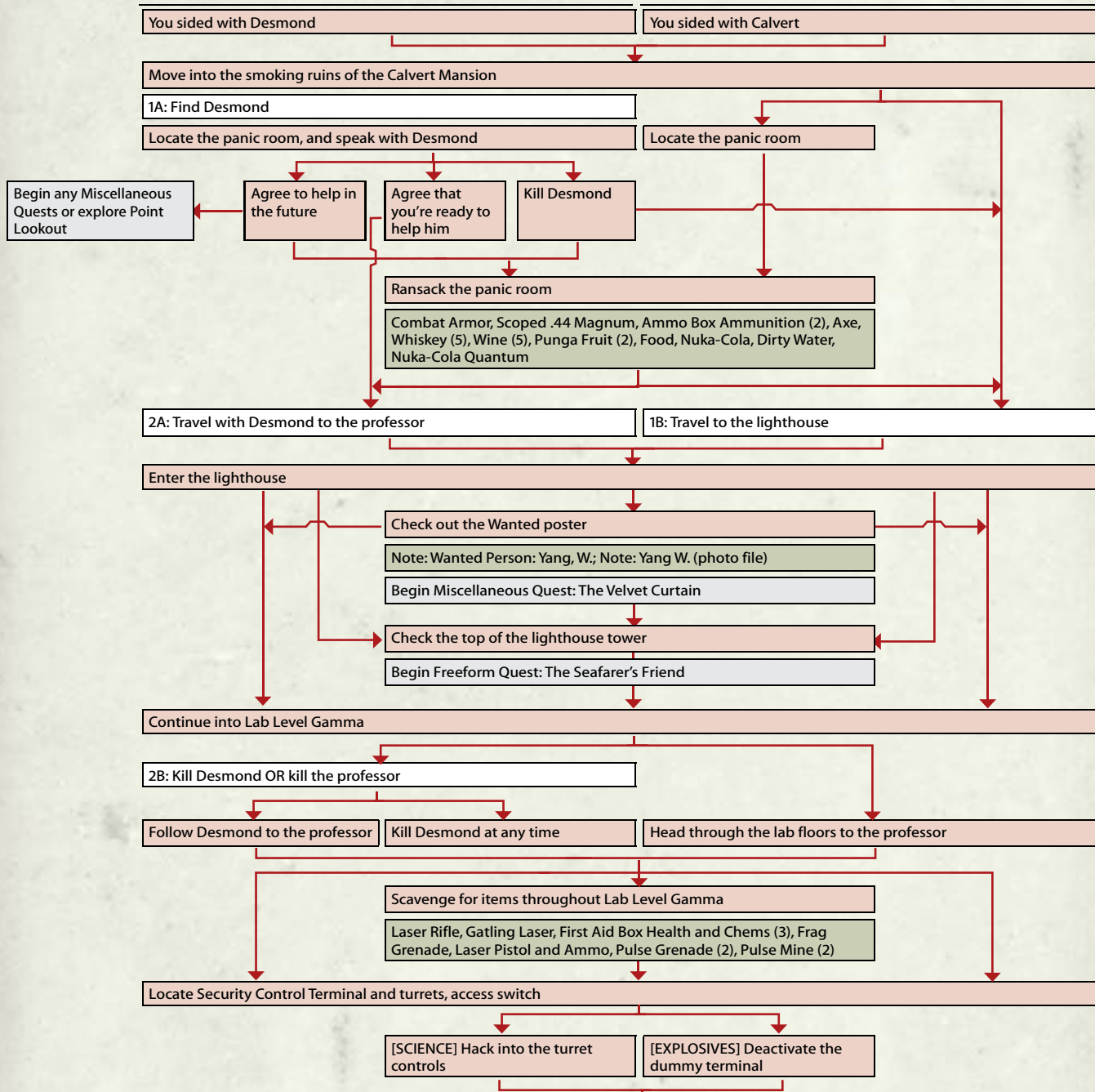
**300 XP**



# A Meeting of the Minds

## QUEST FLOWCHART

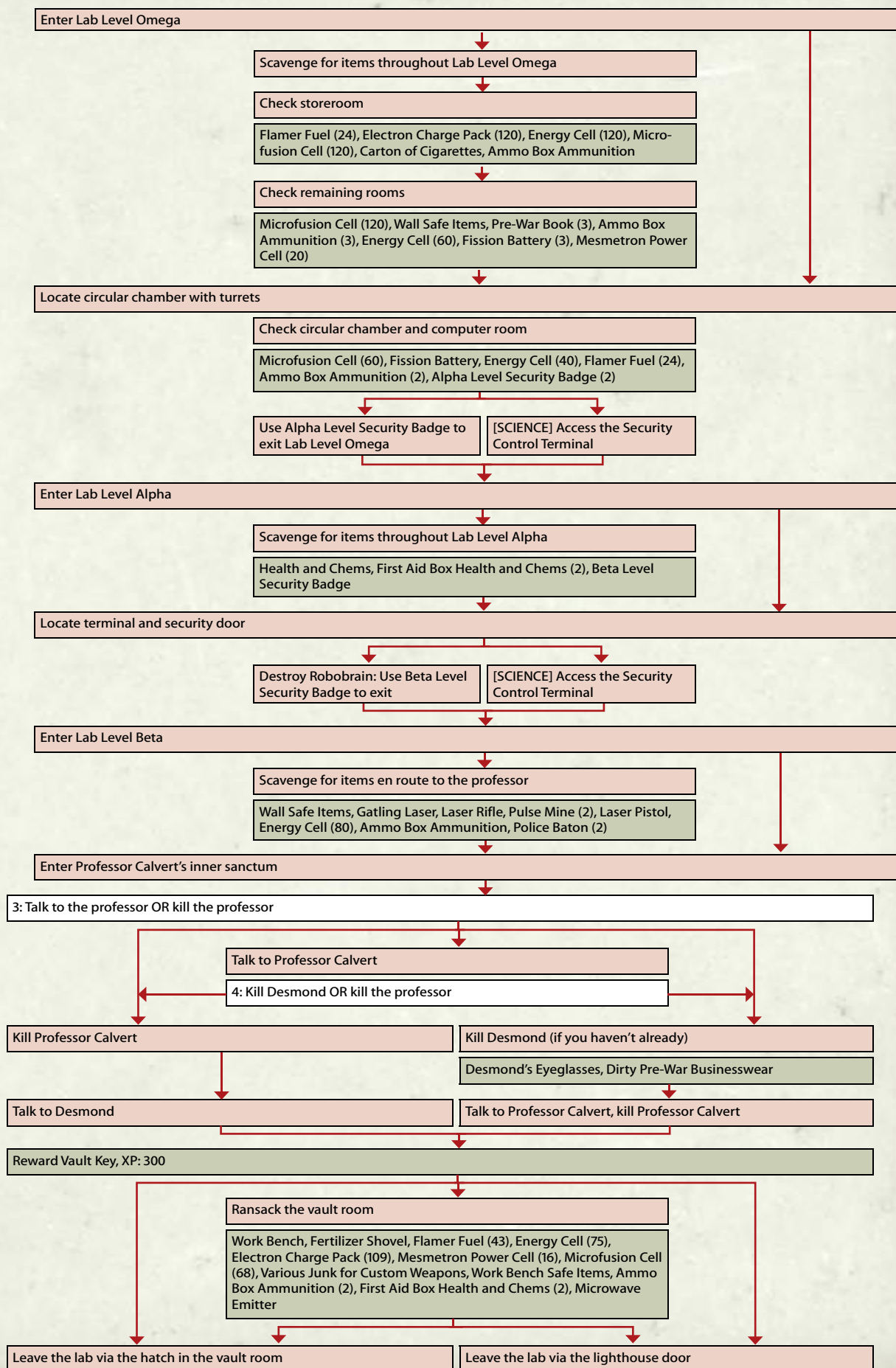
	MAIN PATH 1	MAIN PATH 2
Main Characters	Desmond, Professor Calvert	
Locations	The Calvert Mansion, Point Lookout Lighthouse	
Adv. Items/Abilities	Science, Explosives	
Possible enemies	Mirelurks, Turrets, Robobrain, Protectrons, Professor Calvert	Mirelurks, Turrets, Robobrain, Protectrons, Desmond, Professor Calvert



Continued on next page



Color code: Objective Action Rewards Other Quest







### Note

This final rendezvous with Professor Calvert involves two main paths, depending on whether you sided with Desmond  or Calvert . Variations between the paths are presented where appropriate, with quest rewards afterward.



## PANIC ROOM PAYBACK

### NEW OBJECTIVE

"Find Desmond" begins.



As soon as the mansion explodes, you are tasked to find Desmond among the rubble and burning wood. His panic room is in the middle of where the mansion stood, and located on your Pip-Boy. Find the circular hatch and descend into this concrete-lined basement room. You're met by a seething Desmond, who has triangulated Calvert's signal, revealing the brain to be somewhere under the Point Lookout Lighthouse. He wants to mount an all-out assault immediately. Are you game?

No? Then Desmond suggests you hurry your pretty self up. Tool up, investigate other quests, then return when you want to continue.

Yes? Then you're about to witness the end of an era! Inspect the panic room for the listed items, then follow Desmond to the surface.

### NEW OBJECTIVE

"Travel with Desmond to the professor" begins.



## PANIC ROOM PAYOFF

### NEW OBJECTIVE

"Travel to the lighthouse" begins.



Assuming you sided with Calvert, you're instructed to head to the Point Lookout Lighthouse. But first, find Desmond's panic room amid the rubble. Locate the circular hatch and descend into the room, which is empty except for the listed items and equipment. Then exit, and begin the trek to the lighthouse.



**Combat Armor**



**Scoped .44 Magnum**



**Ammunition Box (2)**



**Axe**



**Whiskey (5)**



**Wine (5)**



**Punga Fruit (2)**



**Nuka-Cola Quantum**



**Food, Nuka-Cola, and Dirty Water**



Desmond doesn't dilly-dally. He sprints to the lone lighthouse like a Ghoul with a 200-year-old bloodlust.



Desmond races off southward, toward the Point Lookout Lighthouse. Follow him as best you can, down the garden and out of the mansion perimeter, then around to the south-southeast, and wade across the shallow sand bank. You can holster your weapon to travel faster and catch up with Desmond. The Ghoul scrambles up past the lighthouse jetty, and doesn't dawdle up the winding rock path to the base of the lighthouse. Follow him into the lighthouse.



Venture southward, toward the Point Lookout Lighthouse. Follow the descending trail as best you can, down the garden and out of the mansion perimeter, then around to the south-southeast, and wade across the shallow sand bank. Two Mirelurks prowl the jetty, and you need to be as healthy as possible for the investigations to come. Scramble up past the lighthouse jetty, and don't dawdle up the winding rock path to the base of the lighthouse, opening the door at the base of the structure.



Once inside, you have the option to read the Wanted poster on the noticeboard just to the right of the entrance. Activate Wanted: Person of Interest, adding Notes to your Inventory, and starting (or continuing) **Miscellaneous Quest: The Velvet Curtain**. Or, you can ascend the spiral stairs and investigate the top of the lighthouse, and commence **Freeform Quest: The Seafarer's Friend**. When you've quite finished, head down through the large metal trapdoor, and open the Door to Underground Lab.



**Note: Wanted Person: Yang, W.**



**Note: Yang, W. (photo file)**

### NEW OBJECTIVE

"Kill Desmond OR kill the professor" begins.

## LAB LEVEL GAMMA: DASHING IN WITH (OR WITHOUT) DESMOND



Once through the door, head down the stairs and follow the corridor, pausing to peer through the doorway on your left (north). Optionally take a moment to sort through some useful items in this medical locker room. There are three First Aid Boxes, a Laser Rifle atop the lockers, and a Gatling Laser. Rejoin Desmond at the laboratory entrance desk as he makes short work of two ceiling turrets.



Once through the door, head down the stairs and follow the corridor, pausing to peer through the doorway on your left (north). Ah, there's Desmond, and he's none-too-happy about your double-cross. He offers you another chance. Do you wish to side with him, or stay faithful to the Calverts once and for all?



You can change your mind, side with Desmond, and work with him as you descend down into the laboratory. There's the option of double-crossing him later, naturally!

You can remain steadfastly loyal to Professor Calvert, and murder this leathery freak once and for all.

When you reach the security desk and turrets, you can: Use the curved pillar as cover, and blast away at the turrets. Or,

You can access the Security Control Terminal, and use **Science** skill to hack into the turret controls, stopping it from functioning. If Desmond is with you, this usually happens just as he's finished blasting it into pieces.

You can feel slightly foolish, and access the dummy terminal, which explodes in your face. Instead, access the rear of the terminal, and use **Explosives** skill to deactivate the Frag Grenade.

Now collect any of the items on the shelf behind the counter (listed below), which give you an idea of the enemy type you'll be facing. The small restroom is empty. Then activate the switch to the right of the door to open it.



**Laser Rifle**



**Gatling Laser**



**First Aid Box (3)**



**Frag Grenade**



**Laser Pistol and Ammo**



**Pulse Grenade (2)**



**Pulse Mine (2)**

## LAB LEVEL OMEGA: SENTRY SLAUGHTERING



Use Desmond's Ghoulish constitution to save your thin skin. Let him take the brunt of the Robobrain attacks.

Step through the open door, and move down the stairs to a long corridor with rooms on either side of it. There's a Robobrain Sentry to deal with. As expected, Pulse Grenades and Mines are helpful, but you can leave Desmond to do most of the work, if he's with you. Stealthily moving around the area doesn't really work because

your Ghoul friend is a little too trigger-happy, so choose this option only if you're alone. When the Robobrain Sentry is deactivated, you have a few moments to inspect each chamber before sprinting onward and downward.

The first door on your left (west) leads to a storeroom with the following items:



**Flamer Fuel (24)**



**Electron Charge Pack (120)**



**Energy Cell (120)**



**Microfusion Cell (120)**



**Carton of Cigarettes**



**Ammunition Box**



The second door on your left (west) leads to a small microfiche library with two Microfusion Cells and a terminal. Access it to read the following:

- » An ancient email from an archivist named Adam Tomco, to a head researcher called Doctor Laura Stewart, regarding some missing records. It's all the fault of that damn Danielson, and he's only getting away with it because his uncle is married to Senator Calvert's daughter!
- » There's a second email from an unknown author to Tomco, telling him he's rattled on the wrong guy!

The first door on your right (east) leads to a small office with lockers, a Wall Safe, an Ammo Box, and three Pre-War Books for your collection. There's also a terminal with three missives on it:

- » Construction Concerns: A letter to Michaelson from Doctor Stewart expressing her worries that this place isn't water-tight.
- » Subject Procedure Reminder: Doctor Stewart has little patience for talk between workers and their test subjects.
- » Notice to Staff: This lets them know that some records have gone missing, and Stewart wants them back.

The third door on your left (west) leads to a medical office with some items, a First Aid Box, and a terminal with the following:

- » Core Research Progress Notes: The brain suspension and isolation technique of the Robobrain has been mimicked, with test subjects exhibiting mental projection abilities! Psychological abnormalities could be a problem, however.
- » An Oversight Review? Already?: Senator Calvert has demanded a full report and is sending his brother to participate in the study. The author says the research is still unstable.

The final door (second on your right, or west) leads to a storage and research room with Mesmetron Power Cells (20) and some Microfusion Cells (60).



**Microfusion Cell (120)**



**Wall Safe Items**



**Pre-War Book (3)**



**Ammunition Box (3)**



**Energy Cell (60)**



**Fission Battery (3)**



**Mesmetron Power Cell (20)**





Old Desmond isn't too keen on anything with a visible brain in it, and he attacks these Sentries with a vengeance!

Head north to the end of the corridor, and down the steps so you're facing east, and step through into a circular chamber. A door opposite shuts quickly, trapping you in with activating turrets! A fine plan is to stand at the doorway before stepping into the room and targeting the turrets, or hiding while Desmond blasts them (if the Ghoul is with you). Once inside the room, you can try various options before you continue:

You can investigate the open door to the south, which leads into a computer room. There are scattered items to look for as well as a Robobrain Sentry guarding a door. Blast the robot (or let the Ghoul do the job) and inspect the tiny chamber behind it for two Ammo Boxes. Search the remains of the Robobrain Sentry; there's an Alpha Level Security Badge on it, and another on the center table.

You can search the circular security room. To the north is a large computer bay with two Ammo Boxes, a Laser Rifle, and more Mesmetron Power Cells. Take them.

You can access the Security Control Terminal, assuming your **Science** skill is high enough, and open the door.

Or, take either Alpha Level Security Badge and swipe the terminal. The door slides open using this method, too.

**Microfusion Cell (60)**

**Fission Battery**

**Energy Cell (40)**

**Flamer Fuel (24)**

**Ammunition Box (2)**

**Alpha Level Security Badge (2)**

## LAB LEVEL ALPHA: MEDICAL BAY MARAUDING

Once through the security door, head down the next set of stairs to another corridor with a security door at the end of it. Watch for the active turret, although if Desmond's alive, he usually blasts it. It is worth checking the doors either side of the corridor before venturing farther forward:

The first door to the right (west) leads to a small operating room with little to scavenge except Bonesaws.

The first door to the left (east) leads to the restroom, with a couple of Psycho chems and a place to drink.

The second door to the right (west) leads to a hospital room with a variety of Health and Chems to grab, including Med-X, Blood Packs, and mattresses to sleep on. The Robobrain in this room usually trundles out and gets gunned down by your English friend. Before you use the terminal, search the small table in the corner, or the Robobrain Sentry itself, to find another security badge. Head to the terminal, and try either of the two plans again:

You can access the Security Control Terminal, assuming your **Science** skill is high enough, and open the door.

Or, take either Beta Level Security Badge and try swiping the terminal. The door slides open using this method, too.

**Health and Chems**

**First Aid Box (2)**

**Beta Level Security Badge**

## LAB LEVEL BETA: BAD BRAINS

Once the security door slides open, step into a locker room. Check the Wall Safe but watch for a Robobrain Sentry trundling up the stairs. Deconstruct it, then loot the room. There's a sizable number of Caps inside the Wall Safe, the lockers to search, and some shelving with the following items on or near it:

**Wall Safe Items**

**Gatling Laser**

**Laser Rifle**

**Pulse Mine (2)**

**Laser Pistol**

**Energy Cell (80)**

**Ammunition Box**

**Police Baton (2)**

After scavenging, follow the corridor down to the cell-block corridor with the First Aid Box on the right side wall. The cells contain nothing but a few skeletons and a red ball, but there's another circular security room at the far end. Blast both the ceiling turrets to make the door in the western wall open, allowing you access into the brain's inner sanctum. Assuming Desmond is around, the two nemeses can finally meet, face-to-jar!

### NEW OBJECTIVE

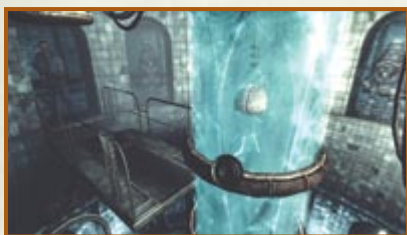
"Talk to the professor OR kill the professor" begins.

## BRAINS VERSUS BRAWN

You now face the brain, surrounded by slow and plodding (but currently inactive) Protectrons. You have three options, some more commendable than others. Don't worry though—all are violent!

**TALK TO THE PROFESSOR**





A reward beyond imagination AND reckoning? The most amazing gift a living creature can be granted?

Perhaps you require further clarification on just who's the bigger maniac and threat to your way of life. Or maybe you just like looking at brains in vats. Either way, you can forgo blasting the brain for a moment, and listen to what Calvert has to say. Naturally, he feels violated, and he demands that you exterminate Desmond at once! Press him for a reward, and he offers an unspecified prize beyond your wildest reckoning. Your choice here determines whether Desmond becomes hostile after the talk. End the conversation by "thinking about it" to further ponder your decision.

**NEW OBJECTIVE**

"Kill Desmond OR kill the professor" begins.

**KILL THE PROFESSOR**

Desmond may be a thoroughly unpleasant (not to mention, British) specimen, but he's proved to be a worthy ally so far. Ignore the professor's whining, and blast the reinforced glass tubing encasing his brain. Desmond even joins in, shooting the Protectrons. Keep blasting until the tube shatters and the amniotic fluid gushes out. After checking the sanctum for Protectrons, speak with Desmond. He's ecstatic that the world is free of that sniveling, disgusting, arrogant brain! He tells you to enjoy your spoils, and hands you a key.



**Reward Vault Key**

**XP 300 XP**

**KILL DESMOND**

Whether that floating brain convinced you just now, or you murdered Desmond much earlier in this quest, Desmond's death fills the brain with joy. Speak with the brain, and Calvert tells you he's prepared a prize just for you: Death! Calvert orders his robots to attack, although they're not quite as functional as the professor would like. You have no option but to blast the brain's casing. Still, two dead maniacs isn't a bad way to end this quest. And you can pilfer Desmond's corpse if you like, as well as the items behind the vault door, which automatically opens. You may elect to leave via the ladder in the vault room, too.



**Desmond's Eyeglasses**



**Dirty Pre-War Businesswear**

**XP 300 XP**

**AFTERMATH: QUEST REWARDS**

Inside the vault is a mass of junk. Look a little closer for a wealth of ammunition, and an incredibly destructive new weapon!



With the brain now dead and the quest complete, there's the small matter of escaping (and that reward, whether you sided with Desmond or not). Speak to the Ghoul again if you wish; he moves into the server room adjacent to the brain's inner sanctum. He tells you he's heading north to pursue his next rival. There's little down at the lower base of the inner sanctum, so open the nearby Vault Door to the west (which requires Desmond's Key to open if you sided with him, but is unlocked if you didn't). Inside, there's a wealth of goods as well as a Work Bench and a brand new weapon. Finally, another use for your Microfusion Cells! Don't forget to exit via the ladder in this vault, leading up to the Lighthouse Laboratory Hatch [LAT 13/LONG 16] instead of traipsing all the way back to the lighthouse.



**Work Bench**



**Fertilizer Shovel**



**Flamer Fuel (43)**



**Energy Cell (75)**



**Electron Charge Pack (109)**



**Mesmetron Power Cell (16)**



**Microfusion Cell (68)**



**Various Junk for Custom Weapons**



**Work Bench Safe Items**



**Ammunition Box (2)**



**First Aid Box (2)**



**Microwave Emitter**

**QUEST REWARDS**

One new Unique weapon becomes available in Point Lookout Main Quest:



Introduce the Ofie Clan to a new kind of radiation, one their inbreeding doesn't stand a chance against!



**Microwave Emitter**  
**DAM 61 WG 8, VAL 500, MF Cell**

Two Perks become available throughout this quest:



**Superior Defender**  
**(complete The Local Flavor)**

You now do more damage and have better defense when standing still.



**Punga Power!**  
**(complete Walking with Spirits)**

You now receive better effects from eating Punga Fruit.

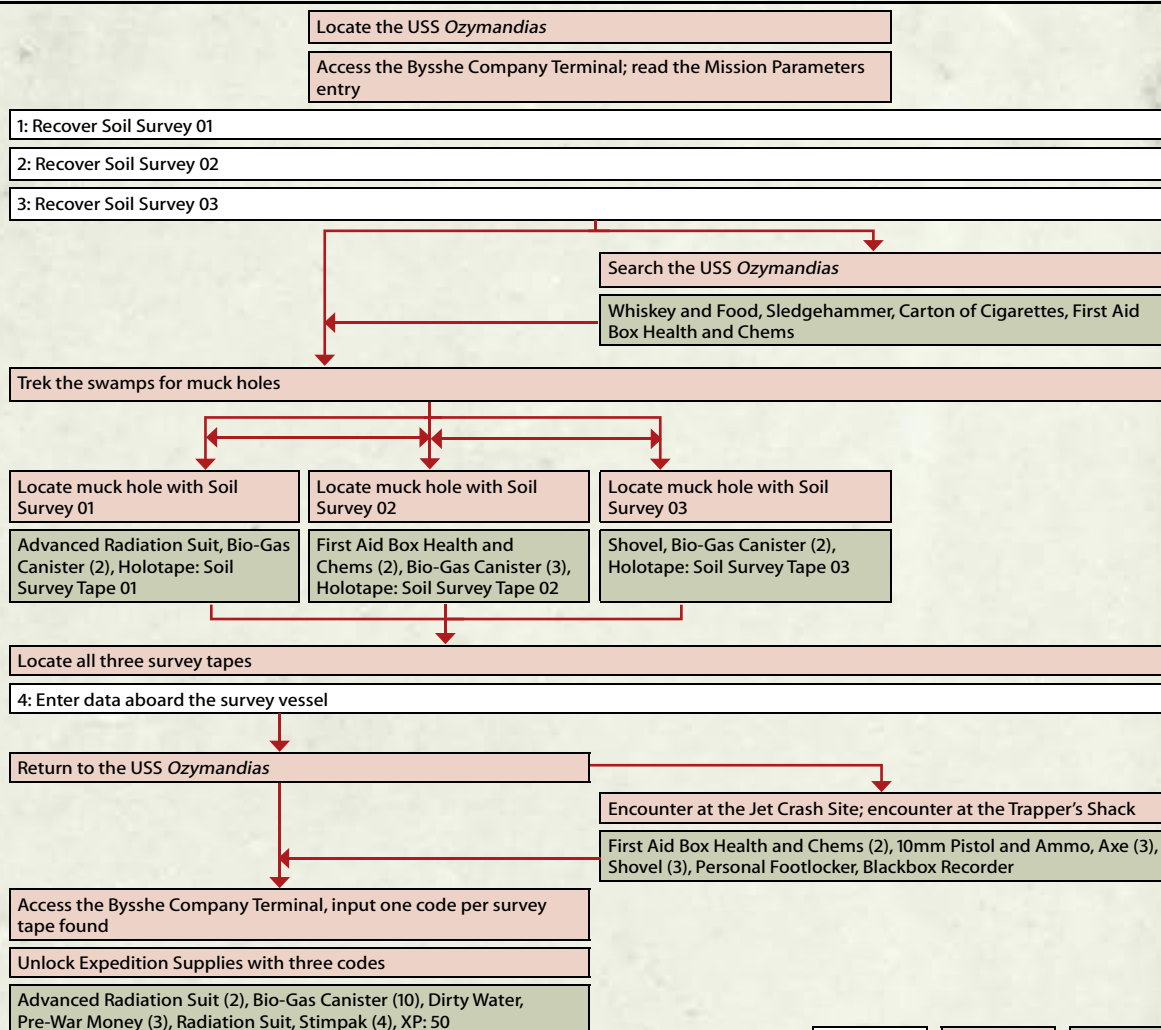
**Note**

Post-Quest Activities: You can complete a number of Freeform Quests throughout Point Lookout, and only one (Nadine's **Freeform Quest: Tailing the Tomboy**) requires you to attempt this Main Quest.

# Miscellaneous Quest: An Antique Land

## QUEST FLOWCHART

MISCELLANEOUS QUEST	
Main Characters	Dr. Caroline Saunders (Deceased), Intern K. Lovett (Deceased), Intern M. Roach (Deceased), Intern L. Rourke (Deceased), Intern P. Antwon (Deceased)
Locations	USS Ozymandias, Ghoul-infested Excavated Muck Hole, Gas Shack and Excavated Muck Hole, Ghoul-infested Excavated Muck Hole 2
Adv. Items/Abilities	—
Possible enemies	Brawler, Bruiser, Creeper, Scrapper, Tracker, Ghouls, Swamp Ghoul, Bloatfly



Color code: Objective Action Rewards



### Note

This Miscellaneous Quest can be commenced in a variety of ways. The optimal path is detailed below, and other paths are noted nearby.



### Note

The following delta is the eastern delta at the mouth of the Point Lookout River, between the mansion and the cathedral. It does not refer to the Dove Delta (which is a marked location on your in-game map).



The Point Lookout Delta—the area of half-submerged sand dunes at the river mouth—is dotted with sharp rocks and the remains of rusting vessels. The largest of these is the USS *Ozymandias*, easily spotted marooned against a particularly rugged rock island, on the eastern side of your World Map. Approach the barge and carefully inspect the deck. The exterior cabin remnants house some Whiskey, Mentats, Food, and a Sledgehammer. But the boat's secrets are hidden inside; locate the Hatch to Belowdecks, and descend.

The vessel's interior is sloping (and leaking) alarmingly. Give this rusting tub a quick once-over. You'll discover a desk with a Fission Battery and Carton of Cigarettes, a First Aid Box, a Stimpak, and other scattered objects, and in the northeastern corner, a sturdy safe containing Expedition Supplies. It won't open. Activate the Bysshe Company Terminal, and read the messages still on this unit. The Mission Parameters will update the quest and introduce you to the name Caroline Saunders, sample taking geologist. Enter Auth Code 001, 002, 003 can't be accessed until you investigate Soil Survey locations 01, 02, or 03. And the ERROR: 12XU\_user\_shell missives give a hint at nefariousness in the geologist's team and mystery as to the source of bio-gasses in the soil.



**Whisky and Food**



**Sledgehammer**



**Carton of Cigarettes**



**First Aid Box**

#### NEW OBJECTIVE

"Recover Soil Survey 01" begins.

#### NEW OBJECTIVE

"Recover Soil Survey 02" begins.

#### NEW OBJECTIVE

"Recover Soil Survey 03" begins.



### Note

Alternately, you can stumble upon any of the three muck hole locations (which appear on your World Map once the Mission Parameters entry is read) during your earlier adventuring in the swamps. Should you investigate the interior of a muck hole and locate any of the three soil surveys before you visit the USS *Ozymandias*, this quest begins, and you should search for the other two muck holes containing soil surveys.



### Note

The closest muck hole to find is Survey 02 [LAT 06/LONG 05], then Survey 01 [LAT 06/LONG 01], and finally Survey 03 [LAT 01/LONG 01]. The quest is presented in this optimal order, although you can investigate these muck holes in any order.



### Caution

Beware! The swamps are teeming with fearsome yokels, but the muck holes are especially dangerous because Ghouls lurk here! If you don't want to be overrun and savaged, you may think about donning the Ghoul Mask given during **Miscellaneous Quest: Tenpenny Tower**, back in the Capital Wasteland.

## SOIL SURVEY 02: FORAGING NEAR THE FERALS



An historic Covered Bridge is the main landmark between the *Ozymandias* and the nearest muck hole. The excavation area itself is an earthen mound with a ladder sticking out of it. However, you must placate some residents first.

Soil Survey 02 is nearest the USS *Ozymandias*, so inspect it first. It is just east of the Lil Tyke Playhouse. A direct route involves you crossing to the south side of the river, and then move roughly northwest, skirting the Ritual Site and Haley's Hardware. Continue toward the remains of a Covered Bridge [LAT 08/LONG 06] where a quick ransacking reveals two First Aid Boxes, and some Chems and Food provisions. Take what you need, then continue northwest, passing the gravestones of the Dearly Departed [LAT 07/LONG 05] (there are several sets of gravestones with this moniker, in different locations). Soon afterward, unless you're employing Stealth, you're set upon by a trio of dangerous Feral Ghouls.



**First Aid Box (2)**

Drop into a small, dim, gloomy cavern. Three skeletons are crumpled on the ground; the remains of the interns. Of greater interest is the table, which has a Fission Battery, a footlocker, and a Holotape with Soil Survey 02 on it. Open the footlocker, and there are the usual items to grab, along with a new item: the Bio-Gas Canister. This is a brand-new weapon that the Bysshe Company seems to have brought along to store natural swamp gas samples. You should test it out! Listen to the Holotape if you wish (although it isn't necessary); Caroline Saunders speaks about this location as a possible place to mine for gas.



**Bio-Gas Canister (3)**



**Holotape: Soil Survey Tape 02**

## SOIL SURVEY 01: A SPOT OF LUCK DOWN IN THE MUCK



Although you're still bathed in radiation, there are no furious Ghouls to contend with here.

From Soil Survey 02, turn and head almost due north, crossing through the thick marsh grass and turn ever-so-slightly northwest as you ascend the Trash Heap [LAT 06/LONG 03]. Clamber down the other side, and look for the remains of a shack just ahead of you. Nothing feral appears to be in this area. Locate the Ladder to Excavated Muck Hole, and descend. As you correctly suspected, this leads to another research cavern, complete with escaping gas (so watch your firearms!), and a table with more Bio-Gas Canisters, and the following items:



**Advanced Radiation Suit**



**Bio-Gas Canister (2)**



**Holotape: Soil Survey Tape 01**

## SOIL SURVEY 03: GLOWING FOR IT

You'd be advised to save your progress at this point. The final soil survey location is swarming with the heavily radiated and thoroughly feral. From your previous muck hole, turn and head due west, passing a lone shack, and wading through marshes. As you approach the shack near the muck hole, you'll spot a few feral fellows. As they see you, they swarm. Expect about eight (if you didn't kill them during your wander to this point), including at least one Glowing One, and a fight to really test your mettle. Sneaking works well here, or your favored Ghoul-culling weaponry. Then drop down the Ladder to Excavated Muck Hole, and secure the Stimpak and the following items from the remains that may or may not be Caroline Saunders:



**Shovel**



**Bio-Gas Canister (2)**



**Holotape: Soil Survey Tape 03**

### NEW OBJECTIVE

"Enter data aboard the survey vessel" begins.

## FAST TRAVEL, OR SLOW SLOG TO THE SUPPLIES

Assuming you've visited enough Primary Locations in Point Lookout, you should be able to Fast Travel back to the *Ozymandias*. Or you can manually retrace your steps, heading roughly southeast from Soil Survey 03. Take a direct path, and you'll encounter the Jet Crash Site [LAT 03/LONG 02], where the remains of an American pilot and his belongings (listed below) can be scavenged. Continue to trek through this swamp, and you're likely to spot the Trapper's Shack [LAT 04/LONG 03], where Scrapper and Brawler (or their brethren) attempt to harm you to death. Fight or flee, and continue out of the swamp.



**First Aid Box (2)**



**10mm Pistol and Ammo**



**Axe (3)**



**Shovel (3)**



**Personal Footlocker  
Blackbox Recorder**



A decomposing barge yields her final secrets. The soil survey is now concluded.

You should spot the Point Lookout Lighthouse in the distance as you emerge from the swamp, before another series of wading maneuvers takes you across the delta, and toward the rusting remains of the USS *Ozymandias*. Clamber on deck, open the Hatch to Belowdecks, and access the Bysshe Company Terminal once again. For every Soil Survey Tape you've collected, you can authenticate the code of the same number. When all three codes are checked, the quest is complete, and you can open the Expedition Supplies Safe and take:



**Advanced Radiation Suit (2)**



**Bio-Gas Canister (10)**



**Dirty Water**



**Pre-War Money (3)**



**Radiation Suit**



**Stimpak (4)**



**50 XP**

## POST-QUEST ACTIVITY



Bio-Gas Canisters don't inflict enough damage to choke a Roamer or Glowing One, but Swamp Ghouls are no match for this noxious Grenade.



**Bio-Gas Canister  
DAM 6, WG 0.5, VAL 50**

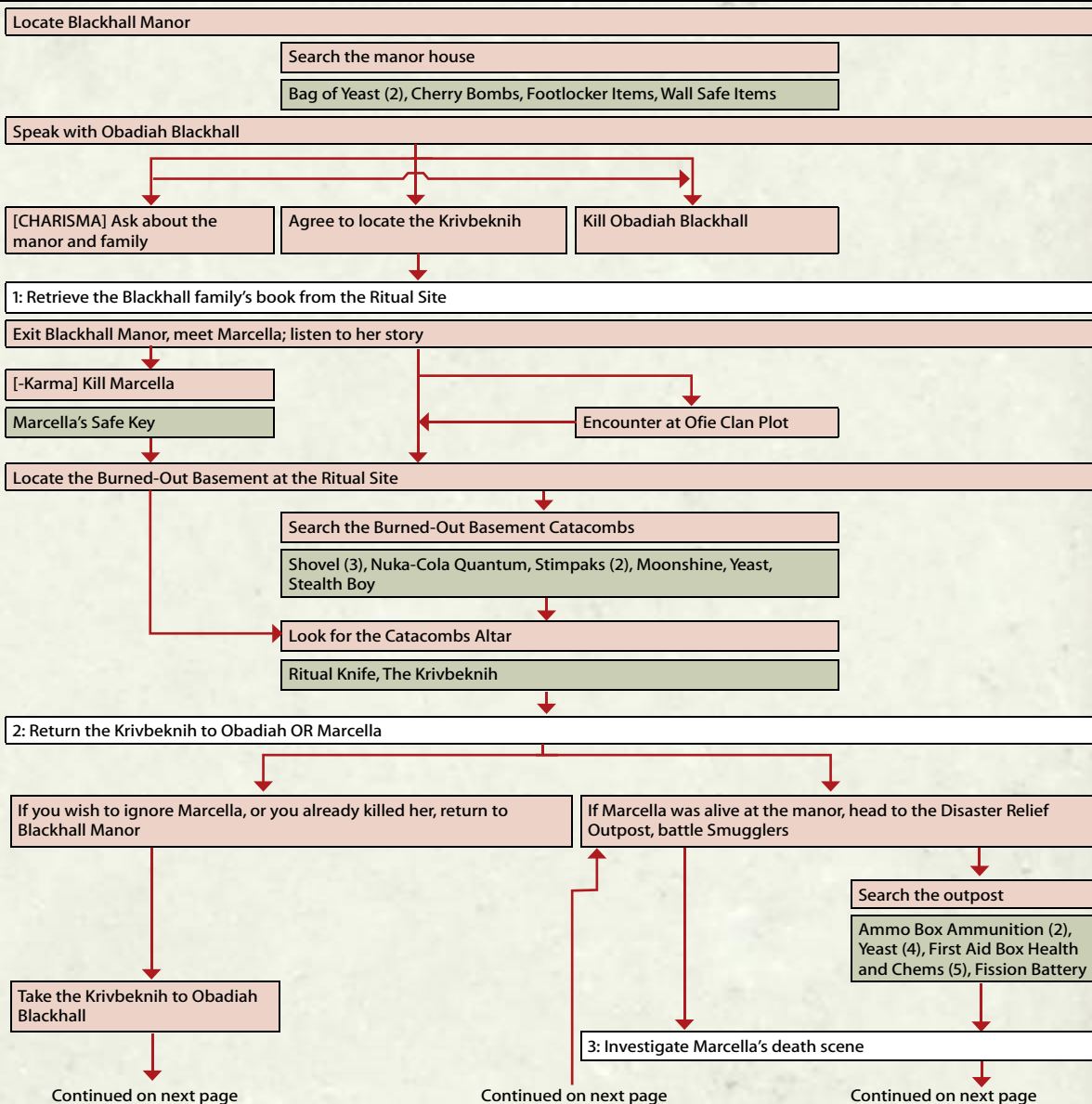
The biggest advancement to your cause in this quest is the accessibility to a new weapon type: the Bio-Gas Canister. Thrown like a Grenade, this is only lightly damaging until the foe steps into a cloud of noxious gas fumes (which causes constant damage), and is also flammable, which can lead to tremendous extra damage. Bio-Gas Canisters are lightweight and have a high value. Try a combo of lobbing in this Grenade to a group of enemies, then quickly swapping to another weapon to keep them at bay while they choke to death. Or, it might be wise to sell your Bio-Gas Canister collection; they are reasonably valuable considering their weight.



# Miscellaneous Quest: The Dark Heart of Blackhall

## QUEST FLOWCHART

	MAIN PATH 1	MAIN PATH 2
Main Characters	Obadiah Blackhall, Marcella	Obadiah Blackhall, Marcella, Jaime Palabras, Ug-Qualtoth
Locations	Blackhall Manor (Point Lookout), Disaster Relief Outpost (Point Lookout), Ritual Site (Point Lookout)	Blackhall Manor (Point Lookout), Disaster Relief Outpost (Point Lookout), Ritual Site (Point Lookout), Dunwich Building (Capital Wasteland)
Adv. Items/Abilities	Charisma	
Possible enemies	Brawler, Bruiser, Creeper, Scraper, Tracker, Ghouls	Brawler, Bruiser, Creeper, Scraper, Tracker, Smugglers, Ghouls, Jaime Palabras

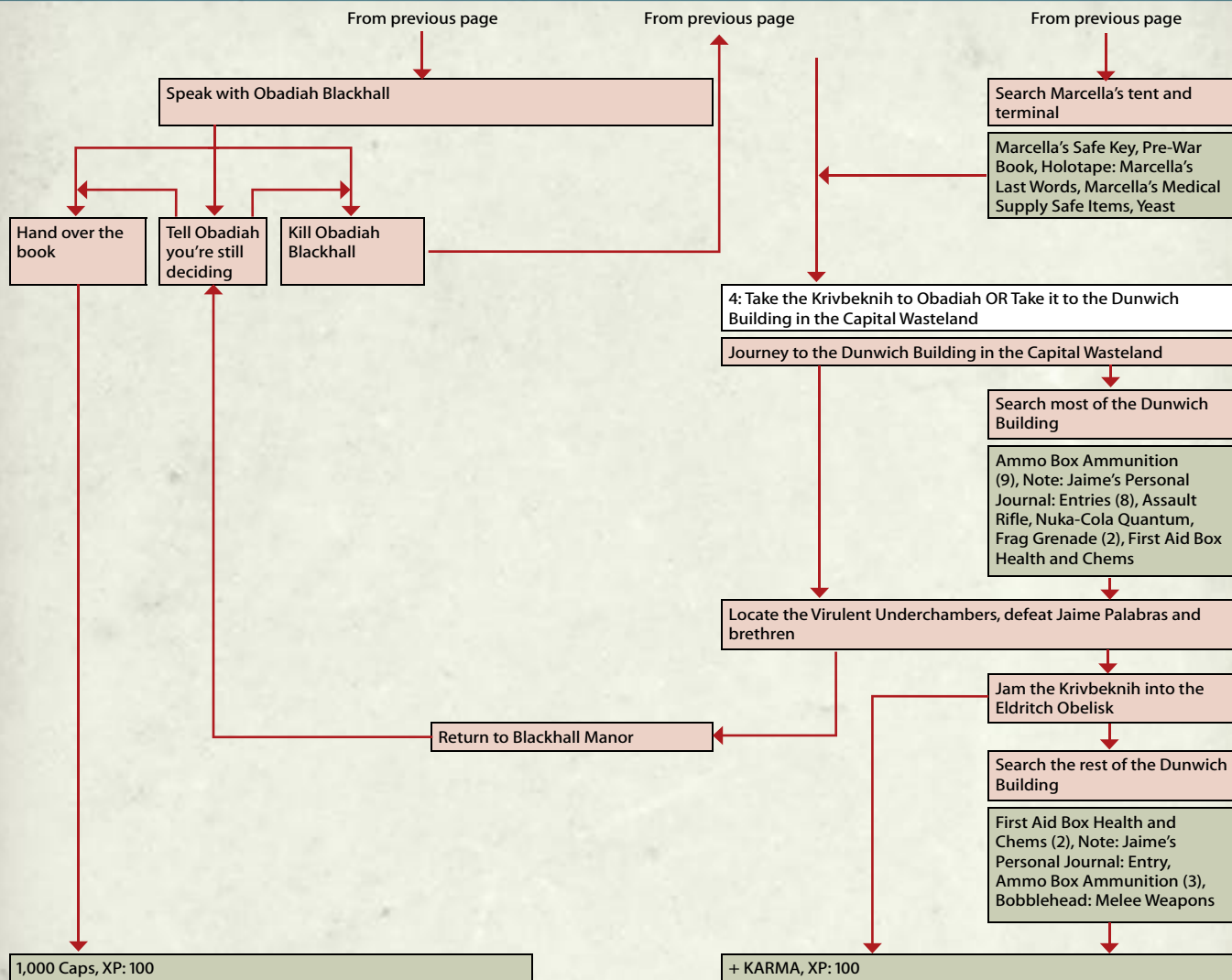


Color code:

Objective

Action

Rewards



## ORATORY WITH OBADIAH BLACKHALL, AND A MEETING WITH MARCELLA

This quest begins after you search the dangerous and boggy terrain west of Point Lookout. There is a second, ominous mansion in these parts, which is easily found at the end of the trail leading off the main east-west road from town. Follow the meandering path. As you close in to the property, you may be attacked by a number of Yokel Swampfolk, gathered just to the east of the structure. It is wise to defeat all these violent and lumpy enemies now, because they like to strike down anything that moves, a problem that only becomes apparent when you leave the manor and may wish to speak to someone. Move up to either the front door on the south-east side, or the side door to the southwest, and enter.



Behold the lord of the manor, and last of the Blackhall line.

Enter the wood-paneled entrance chamber (if you opened the front door) or the adjacent kitchen (if you opened the side door) of this tumbledown mansion. You can thoroughly inspect the mansion, or seek an audience with its old owner. Either is viable, although it's more polite to try the latter plan. Head roughly northwest into the central hallway, and turn right (east) at the first opportunity, into a central library with a grand staircase in the middle. An old man is in his wheelchair, wondering why you're trespassing. You can:

React however you like, it won't change Obadiah's attitude toward you, or the "cretinous" Swampfolk that have absconded with a family heirloom. Agree to this plan, being sure to ask "What do I get in the bargain?" Blackhall offers 1,000 Caps. Apparently, the book is being held at a Ritual Site east of the boardwalk.



Use **Charisma** skill to ask about Blackhall Manor, specifically the age of the place; and the Blackhall family (who took the name when they arrived generations before the Great War).

Ask about the Swampfolk, who Blackhall isn't a fan of. You can ask whether these inbreds are dangerous; ask whether Obadiah means the Tribals in the cathedral; and most importantly, the reason the Swampfolk took his book (they think it has occult power!)



Or, you can easily gun Obadiah down, effectively ending this quest before it has even begun.

- » Shoot the old man before the quest begins, and you cannot access the Ritual Site (the basement doorway is boarded up).
- » Shoot the old man after the quest has started, and you fail. However, you can still speak with another interested party, and the basement doorway at the Ritual Site is open.

**NEW OBJECTIVE**

**"Retrieve the Blackhall family's book from the Ritual Site" begins.**

An optional plan, either before or after speaking with Obadiah, is to complete a thorough rummage of the manor itself. Start with the kitchen, which has the usual array of normal items, two bags of Yeast, and some goodies in the refrigerator. The entrance foyer has a wardrobe filled with clothing, like most of the other wardrobes. The Billiards Room has a table with balls and other debris, and a sturdy-looking bookcase. It can't be moved...at least, not by you. Across the hallway (to the northeast) is a dining room, which yields spectacular treasure, if you enjoy collecting forks. Head upstairs via the side staircase, picking up Cherry Bombs from the top of the steps and the pram. Along the corridor is a bedroom to the left (west) where you can sleep, and the upper hallway has a locked footlocker. At the corner of the hallway is another door to your left, leading to a bedroom with wardrobes and a queen-sized bed. The bathroom has a Chem, and the master bedroom has wardrobes and a Wall Safe. Despite the array of bookcases, the search yields no reading materials. Leave this place via either door.



**Bag of Yeast (2)**



**Cherry Bombs**



**Footlocker Items**



**Wall Safe Items**

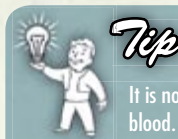
A missionary, Marcella deems the Krivbeknih a bane to mankind, and demands it so she can burn this damned text!



Exit Blackhall Manor, and witness one of two occurrences. If you left Swampfolk shambling around the manor perimeter, they surround and mangle a female adventurer. This is a shame, because it doesn't allow you to speak with her. Or, if there are no enemies outside the building, Marcella quickly runs up and talks to you. She demands to know whether Obadiah has asked you to find his book. Whether you tell her or not, she informs you that the Krivbeknih is a work of dark arts. She doesn't offer the kind of reward Obadiah did. She tells you she'll be waiting at her tent on the beach, then runs off. Your future objectives update, assuming you don't gun her down. If you do, you'll find Marcella's Safe Key on her corpse.



**Marcella's Safe Key**



**Tip**

It is not necessary (or encouraged) to gun Marcella down in cold blood. It is more beneficial to at least locate her tent once the book is in your possession.

**RITUAL CLEANSING**

Start your hike eastward, across the southern perimeter of the marshes, optionally following the winding path from Blackhall Manor. A few hundred feet away, you come across a hill on the path's right (southeast) side. Climb through the tufts of grass, and you'll discover the Ofie Clan Plot [LAT 04/LONG 08], a landmark guarded by a group of Ghouls. Skirt around or attack these fiends, then continue east, toward the township outskirts. Move onto the remains of the main east-west road, and run past the rear of the Homestead Motel [LAT 07/LONG 08]. From here, it's a straight shot eastward, out of town to an area where you can tussle with a pair of Swampfolk. Then search for the Shack Door to Burned-Out Basement, and descend.

The entrance to the Burned-Out Basement is at the bottom of the steps, through a gap in the wall. If you haven't spoken to Obadiah and agreed to the quest the gap is boarded up. Otherwise, head on through (or grab a pair of Shovels). Creep forward (east), into the creepy (and empty) catacombs. Pass the alarming skeletons embedded into natural columns, and the dangling straw dolls, and follow the torches into the depths of this place. Head east until you reach the corner and turn left (north). Keep an eye on your map (or use the map of the Burned-Out Basement in this guide) and press onward, to a campfire under a rope of dangling dolls.

Turn southeast, and head toward the stone walls jutting from the natural cave system. Turn east around a large natural column, and poke your head north, up into a tiny alcove with a coffin. Take the Nuka-Cola Quantum and two Stimpaks inside. Head southward, investigating the catacombs with the gray stone walls and round columns in the middle. Step around the swamp gas, and pry open coffins along the eastern wall that has fallen away. Pass the Shovel, and check the open safe, grabbing Moonshine, Yeast, and a Stealth Boy. This area is a dead-end (literally; there's another coffin to open on the western wall), so retrace your steps northward.



**Shovel (3)**



**Nuka-Cola Quantum**



**Stimpaks (2)**



**Moonshine**



**Yeast**



**Stealth Boy**



Meet (from left to right) Skulls McGee, Kaukis, Skelly, and the Strawy twins. How very civilized.



Return to the campfire junction, and wander westward and downward. Almost immediately comes a natural passageway to your left (south). Descend to a lower crypt, and turn right (northwest) to investigate the dead-end, where someone has perversely set up a dinner table with various fetishes and skeletal parts. Take the Punga Fruit and Wine from the table if you wish.



Searchers after horror haunt strange, far places: The large tome set into this lectern is the fabled Krivbeknih!

Have you noticed how quiet it is down here? Head back up to the junction, and conclude your search of this godforsaken place by heading west, and then northward, into what appears to be a shocking sacrificial altar room! The altar holds the remains of something laying with straw dolls, Cherry Bombs, and Stimpaks strewn about, along with Punga Fruit. Embedded where the head was is a Ritual Knife. Extricate it from the altar, and you have a unique stabbing Knife. The real prize rests behind the altar; move to the Ceremonial Lectern and inspect it. A large, leathery book rests in what appears to be fresh blood. Take the Krivbeknih! Take it now!



**Ritual Knife**  
DAM 12, WG 1, VAL 9



**The Krivbeknih**

## ATTACK OF THE SWAMPFOLK

As soon as you steal their beloved book, the Swampfolk storm the sacrificial chamber! Expect heavy (and lumpy) resistance from this horde of about five Swampfolk. Use the strange columns and terrain as partial cover. Take down the Swampfolk systematically, and exit this place only after combat is over. Don't panic and dash around; the route out of here is rather simple. From the lectern, flee southward, turning left (east) at the corner, and running all the way to the top of the slope. At the stone wall with the campfire to your left (north), turn right (south), and sprint to the corner, spinning right (west), and fleeing under the white, round fungus clusters along the exit passageway to the Shack Door to Point Lookout.

### NEW OBJECTIVE

"Return the Krivbeknih to Obadiah OR Marcella" begins.

## DECISIONS, DECISIONS

Back on the surface, you have two options: You can bring this grimoire to its original owner, or the younger, more earnest adventurer. The choice is yours, and the quest splits into two paths:



## DISASTER AT THE DISASTER RELIEF OUTPOST

Head west, and then slightly southwest as you pass the Wheel of Wonder Ferris wheel, heading toward the location Marcella gave you. As you head onto the sand dunes, arm yourself; a trio of Smugglers may be in this area. End their days. Now where is Marcella? Consult your Pip-Boy's Local Map, and you can see her specific tent. You may wish to rush over to it immediately. However, there are three other tents to check: Both Medical Tents have items to grab; one has a First Aid Box and a bed to sleep in, as well as Yeast bags, while the other has two more First Aid Boxes. The Administration Tent holds two Ammo Boxes, some Yeast, two First Aid Kits, a Stealth Boy, and a terminal with intriguing information on it. The entries roughly outline something called the New Plague. And a log reveals that the local population has always been anti-social (though possibly not always so homicidal).



**Ammunition Box (2)**



**Yeast (4)**



**First Aid Box (5)**



**Fission Battery**

### NEW OBJECTIVE

"Investigate Marcella's Death Scene" begins.



A woman with a kind heart and a religious calling died here today. Will you honor her death, or are you in it for the Caps?

Begin by searching Marcella, who you find slumped against her table. She usually has armor, Stimpaks, weaponry, and a Safe Key. Check her desk for a Pre-War Book, and her Last Words in Holotape form. This concludes the objective, but you can listen to her final remarks and tear up, if you're sensitive. Your objective updates, and you can investigate her bed (where you can sleep), and more importantly, her terminal and safe, which holds a variety of medical supplies. There's a Sack to open, and Yeast to grab, too. The terminal contains the following entries:

It seems Marcella is a missionary; there's a quote from John 8:12 on her terminal, along with four sets of entries. Read them from the bottom to top if you're interested in digesting her adventures chronologically. They record her travels and some of the people she's met along the way. Yes, she mentions you, too.



Your quest updates, and you can finish the work that Marcella started, and find a way to destroy this book forever, or you can change your mind, and head to Blackhall Manor for a sizable prize, and the return of an old man's book.



**Marcella's Safe Key**



**Pre-War Book**



**Holotape: Marcella's Last Words**



**Marcella's Medical Supply Safe Items**



**Yeast**

#### NEW OBJECTIVE

"Take the Krivbeknih to Odadiah OR Take it to the Dunwich Building in the Capital Wasteland" begins.



#### Note

This quest is still in two paths, and you have an important Karmic (or Cap-based ) decision to make!



### BLACK ARTS AT BLACKHALL MANOR

The closer of the two remaining paths involves returning (either from the Ritual Site or the Disaster Relief Outpost) to Blackhall Manor. Head back to where you first found Obadiah; he remains on his chair near his breathing apparatus. Hand over the book, you roughneck!

You can oblige, while requesting your blood money. The following Caps are added.

Or, you can remain unsure, keep the book, and choose the other conclusion to this quest.

Or, you can inquire about Marcella's death.

Kill the old man if you wish, but only if you are sure you want to complete the quest with the other option.



**Caps (1,000)**



**XP 100 XP**



Horror in the root cellar. Follow Obadiah to his underground shrine, and watch the old coot play with powers beyond your understanding.

Assuming you collect your reward, Obadiah wanders the halls of his mansion, moving into the Billiards Room, and through a secret entrance behind the bookcase, which leads down to a musty old root cellar. There's little in the way of items to grab, so watch Obadiah kneel before the headless corpse of a Creeper, and begin a strange chant. Interrupt his activities to receive a stern rebuke. Nothing's happening here, so bid goodbye to this maniac, or gun him down where he kneels. Your quest was done when the book was handed over.



### DERRING DO AT THE DUNWICH BUILDING



#### Note

A map of the Dunwich Building interior is located on page 378.

You can attempt this other option as soon as you retrieve the Krivbeknih from the Ritual Site, once you find Marcella at the Disaster Relief Outpost, or if you second-guess yourself just before handing the book to Obadiah at the Blackhall Manor. To conclude this quest, you must leave Point Lookout. Head back to the *Duchess Gambit*, usually completing the **Freeform Quest: Tailing the Tomboy** in the process. Set course for the Capital Wasteland, arriving at the Mirelurk Jetty across from the Jefferson Memorial. From there, a colossal trek begins, all the way to the southwest corner of the Capital Wasteland, to the ominous Dunwich Building [LAT -26/ LONG -18].

An odd, cool air wafts about this place. Perhaps Ronald was right; this is no place for a Scavenger hunt. . . .



In a remote and deserted promontory surrounded by rocky terrain in the southwest corner of the Wasteland is the Dunwich Building. Once a thriving complex forming part of the Dunwich Borers Corporation, it has fallen into ruins. Raiders and Scavengers are rarely ready to risk venturing into this structure, and those surviving a look inside are never quite the same again. Ronald Laren, over at Girdershade, mentions the strangeness of this structure. Still, who dares, wins, right? Enter the main (and only) entrance.

### The Strange Case of Jaime Dexter Palabras

A skeleton, collapsed between two Ammo Boxes, greets you as you enter this godforsaken place. To the left (west) is a small foyer with scattered tables, a flickering Nuka-Cola machine, and a small table stacked with Holotapes. They reveal a man's desperate search for his father, who is searching for a building and carrying a strange book. There are five Holotapes to listen to. You may have already found these in earlier adventures. You can check the Dunwich Building (7.11) in the Zone 7 tour section on page 378.

Continue down the main corridor, until it ends in rubble. Retrace your steps to two doorways: one left (west) with a wooden door to open, the other on your right. Head right, listening to the odd background static and murmuring. There are stairs up, but don't head there yet. Instead, move around the corner into a small storage room under the stairs, and discover an Assault Rifle, four Ammo Boxes, and a Nuka-Cola Quantum.

Ignore the stairs for the moment, and head west, opening the wooden door. Bring out a close-assault weapon if you're not sneaking, and edge forward, through the doorway opposite or the hole in the wall. There's a Ghoul! Once it and its brethren are defeated, inspect the office area to the north, and another ahead with a radio; the source of the static. By the radio is Jaime's sixth Journal Entry.



### Ammunition Box (6)



### Note: Jaime's Personal Journal: Entry 01/09



### Note: Jaime's Personal Journal: Entry 02/09



### Note: Jaime's Personal Journal: Entry 03/09



### Note: Jaime's Personal Journal: Entry 04/09



### Note: Jaime's Personal Journal: Entry 05/09



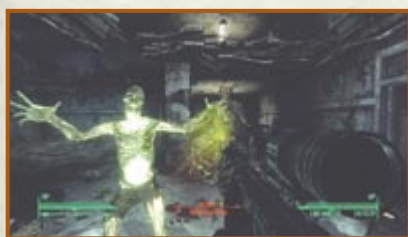
### Note: Jaime's Personal Journal: Entry 06/09



### Assault Rifle



### Nuka-Cola Quantum



There are lurkers at this threshold; shambling corpses with eyes dead, but dreaming.

Head up the stairs, watching for a Ghoul attack from the fiend to your left. At the north-south corridor, stifle your fear at the odd gasping and panting, and turn right (south). Move down the corridor to the end, and around the corner. There must be a stiff breeze; that wooden door opened on its own! Deal with the Ghoul threat, check the end of the corridor (there's a Nuka-Cola machine), and then check the office to the left (north). There's nothing here except the bones of the dead. Continue northward, into an east-west connecting corridor, and choose either doorway and head north into the next pair of offices. Ahead, shafts of light pierce the gloom.

The working terminal to the east is a trap. Disarm it and claim the Frag Grenade. Ghouls are skulking about here. Move gingerly across the next office, taking care not to fall through the holes, then check the lone desk to the northwest. It too is booby trapped, so disarm it and pocket the Grenade. The door in the northwest corner of this office leads to the corridor to the north. You can now head to the stairwell, or drop through a hole to reach the next floor down.

Head (or drop) into a large chamber with a pile of debris and skeletons in the middle. Deal with the marauding corpse, and then locate the only exit: a door to the northwest on the same wall as the one you came in from. This leads to a gruesome office with scattered body parts. On the desk next to the human torso and head lies another Holotape. Listen to it, then open the Door to Forsaken Dunwich Ruins.



**Tip**

If you wear the Ghoul Mask that Roy Phillips gave you for helping him in Miscellaneous Quest: Tenpenny Tower, there will be neither suffering, nor death.



### Frag Grenade (2)



### Note: Jaime's Personal Journal: Entry 07/09

## Violating the Forsaken Dunwich Ruins

Ug-Qualtoth knows the gate. Ug-Qualtoth is the gate. Ug-Qualtoth is the key and guardian of the gate!



Head through the rubble-filled corridors, heading west, into... What was THAT?! Shake off the hallucination, and draw your weapon to destroy a Glowing One. When the madness has receded, inspect the room. There's an exit and stairs to your left (southeast). There's a fallen area of ceiling where you saw...what you think you saw. This ceiling can be used as a ramp up to the next floor. Before you choose either means of ascension, you can grab another Holotape, and access a working terminal, which still has auto-dictation software for a man named Herman Granger. Mr. Granger, as you'll hear, went through some changes.

Move up to the next floor via the stairs or fallen floor, and locate the small storage room to the south. It has a First Aid Box in it. Carefully maneuver across the girders keeping the remains of the floor at this level, and locate the locked wooden door to the north. Open up the three Ammo Boxes, then access the terminal. It has the last note from a long-dead Scavenger (the skeleton at your feet):

The Scavenger is trapped here. He hears "those things" sniffing, screaming, and wandering outside. He thought this place was abandoned, but is now in here, scared out of his mind. He told Billy to meet him here with some extra ammo. That was three days ago....



**Note**

You might be using Billy's ammo. He's the skeletal remains at the front door you almost tripped over.



**Note: Jaime's Personal Journal: Entry 08/09**



**First Aid Box**



**Ammunition Box (3)**

When you're ready to press on, move to the north-south corridor with the giant hole on the east side that opens into the large office without the floor. There's a doorway here to the northwest. Follow it around, to the south, and peer through the gloom. Blast at the foes here, then leap into another large office with only a latticework of floor beams stopping you from dropping into the under-chamber below.

Carefully explore this top area first; there's a restroom with a skeleton and some Jets to the northwest, stairs leading down (to the west), and opportunities to blast Ghouls down below, instead of falling, and being ravaged by them. When you're done, drop down, head south, and locate the Door to Virulent Underchambers.

**Interior Notes: Virulent Underchambers**

The merging of two dangerous occult elements allows Jaime to finally rest, and you to savor the aroma of burnt Ghoul.

Enter another office space with precarious flooring, and move to the middle to claim another Holotape on the desk. Drop through to the next floor, carefully avoiding the gaping hole in the middle of this chamber, and drop again, using the perimeter flooring to find a First Aid Box near a fire hose box. The air is getting thicker and radioactive. Take the plunge into the final, rubble-filled basement room (you might want to tag the fire extinguisher from above and catch the Ghouls with the splash damage). There is one exit door to the southeast.

Enter a small concrete tunnel winding down to a stairwell, with a First Aid Box at the bottom, and another metal door. This leads to a short, U-shaped passage to another stairwell, with a doorway under it. Head north, to a final metal door, and pull it open. Stairs lead down through a natural tunnel that opens up into a cavern, where the cacophony of shrieking reaches a crescendo! Jaime Palabras and a contingent of Ghouls await and attack! You have two options:

Fight them off, then inspect the chamber. It features a very odd carved obelisk in the middle, with a body and skulls fused to it. It also gives off radiation. There are three Ammo Boxes, but no sign of the "book" that Jaime ranted about.



**You've Gained Karma!**

**XP**

**100 XP**

The Dunwich Obelisk shares its origins with the Krivbeknih, but only the Screaming Sound of Ug-Qualtoth can wield this power.



Your quest is over, but you still need to exit this terrifying place! Retrace your steps to the stairwell (the second one you found), and ascend to the small connecting passage. It leads to a chamber with a Bobblehead—Melee Weapons on the floor. Open the door that leads back into the Dunwich Building, to an upper office area you couldn't previously reach. Drop down; you're in the western offices, meaning you can exit, and never speak of this again.



**First Aid Box (2)**



**Note: Jaime's Personal Journal: Entry 09/09**



**Ammunition Box (3)**



**Bobblehead—Melee Weapons**

**POST-QUEST ACTIVITIES**

**Ritual Knife**  
**DAM 12, WG 1, VAL 9**

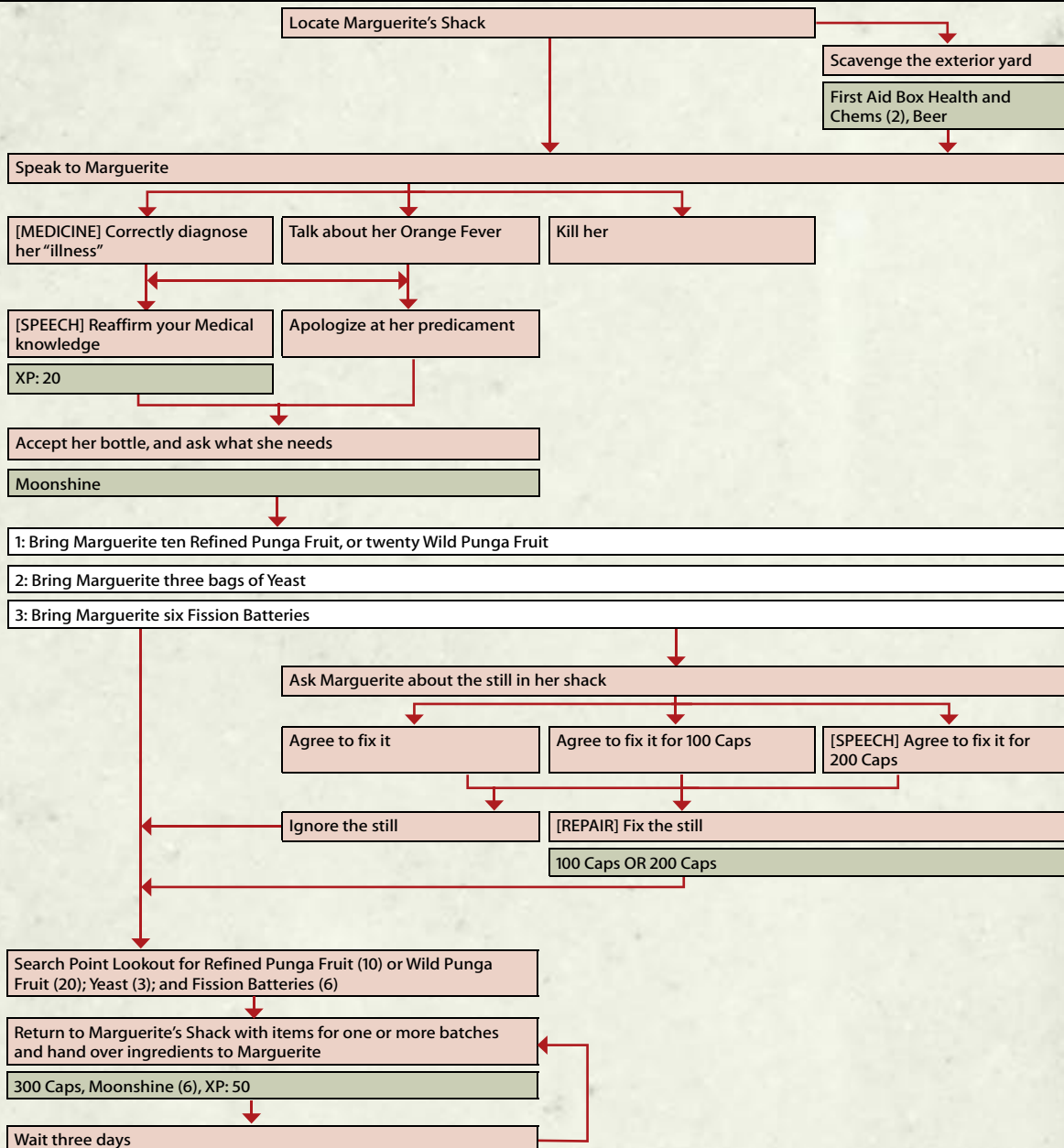
Because the Krivbeknih cannot be sold, and isn't worth the leathery entrails it was bound in (the current climate for occult tomes is inclement), the main prizes for finishing this quest are the Ritual Knife, which is a good addition to your Melee Weapons, and a giant Karmic or Cap boost depending on your choices.

# Miscellaneous Quest: A Spoonful of Whiskey

## QUEST FLOWCHART

### MISCELLANEOUS QUEST

Main Characters	Marguerite
Locations	Marguerite's Shack
Adv. Items/Abilities	Speech, Medicine, Repair, Refined Punga Fruit (10), Wild Punga Fruit (20), Yeast (3), Fission Battery (6)
Possible enemies	—



Color code: Objective Action Rewards



## TONIC TROUBLE

Tucked away in the wooded swamp glades is an old shack, eliciting the promise of illicit alcohol and inbreeding.



During your travels through the fearsome swamps, you occasionally encounter rural folk who don't immediately savage you for your pristine flesh and smooth skin. Marguerite's Shack is one such location. To reach it, begin at the east-west road remains just north of the Point Lookout Boardwalk. At the T-junction adjacent to the Homestead Hotel [LAT 07/LONG 08], head due north, passing across the remains of the Covered Bridge [LAT 08/LONG 06], pausing to grab two First Aid Boxes, and some Chems and Food provisions. Take what you need, then cross to the edge of the swamp. You're likely to be set-upon by a group of Swampfolk, although you can use some nearby Smugglers to your advantage and let them fight it out, with you mopping up the survivors.

From the point where the road bends to the northeast, step into the woods. It's a short hop, step, jump, swim, stagger, and splutter to a woodland shack that's seen better days. Aside from strung-up skeletons, a bathtub of old Whiskey bottles, and some Beer by the rocking chair on the riverside stoop, this place is deserted. Locate the Storm Door to Marguerite's Shack, and enter.



### First Aid Box (2)



### Beer

Enter the shack, and speak to a woman sitting on her bed. She explains that she's suffering from Orange Fever and needs your help. You can respond with the following:



Your **Medicine** skill tells you that Orange Fever isn't a real illness, and you inform her of this fact.

Or, you can ask how to treat Orange Fever.

Or, you can sarcastically remark that you've got the Mauve Plague, and that you shouldn't cough on each other.

If Marguerite responds that your utterances are "just an awfully rude thing to say, sweetie," you can:



Use **Speech** skill to reaffirm your knowledge that Marguerite is faking it.

Or, apologize at her illness, made up or not.



**XP 20 XP**

**With successful Medicine and Speech Challenge**

Whether Marguerite deems you a hogsfool or not, you can speak to her about the tonic she wants you to make, the still that needs to be fixed up, or ask more about her. Do this in any order. Talk about the tonic to begin this quest: The tonic is a secret family recipe, but Marguerite needs your help gathering ingredients. She'll share each batch she makes, and sweeten the deal by paying you 300 Caps each time.

Ask what the stuff is, and Marguerite offers you a dose....er... bottle. Take the Moonshine.

Ask what she needs to concoct this potentially dangerous brew. When you're ready, ask what specifically is needed. She notes the following:

- » You'll need Punga Fruit, Yeast, and some Fission Batteries for that extra kick. You can ask more specifically about each type, and receive more detailed answers. Your quest objective updates:



### Moonshine

#### NEW OBJECTIVE

"Bring Marguerite ten Refined Punga Fruit, or twenty Wild Punga Fruit" begins.

#### NEW OBJECTIVE

"Bring Marguerite three bags of Yeast" begins.

#### NEW OBJECTIVE

"Bring Marguerite six Fission Batteries" begins.

If you want a brief history of Marguerite's lot, ask her. Then try asking about the still next. You can:

Fix it up for 100 Caps.



Or, use your **Speech** skill to sweet-talk her into agreeing to mend the still for 200 Caps.

Or, offer to fix it for free, if you have an aversion to wealth.

Move into the back room, and locate the still in the southwest corner. Activate the Moonshine Still, and you notice it has several loose fittings and some corrosion, but this could be repaired with sufficient skill. You can:

Leave the still alone. Marguerite can still make the Moonshine, but it isn't quite as potent.



Or, **Repair** the still. Return and tell Marguerite of your accomplishment, and she awards you the Caps you requested.



### Moonshine

You can also steal Marguerite's food and drink items, and gun her down. The quest becomes untenable after this point. Marguerite has a Sawed-Off Shotgun and some clothing, but nothing worth bludgeoning her to death with a Shovel for.

## WALKING FOR SPIRITS

Your task, which can take as long as you like, involves collecting a set number of ingredients that Mama Marguerite has instructed you to find. It is usually advisable to continue with other quests and activities, adding ingredients to your collection as you stumble across them. The following items are needed:

ITEM	NUMBER REQUIRED
Refined Punga Fruit	10 †
Wild Punga Fruit	20 †
Yeast	3
Fission Battery	6

† Marguerite accepts either 10 Refined Punga Fruit, or 20 Wild Punga Fruit, but not a mixture of the two.



### Tip

The Tour of Point Lookout section provides examples of where to find the three ingredients. Check every location for item references, so you can quickly find the missing items you need.



### PART 1: A REFINED TASTE



A lonely cathedral on a blasted heath is home to a giant Punga collection, and a load of crazy cultists.

The delicious Punga comes in two varieties; Refined (on the left; bright green) or Wild (on the right; mottled green).



Punga Fruit comes in two forms: the Refined and Wild varieties. Wild Punga is easy to find. It grows naturally all across the swamps, is sold by merchants such as Haley at Haley's Hardware [LAT 09/LONG 07], and any size of fruit counts as one of the 20 you need. However, the largest concentration of plants around, and a place you can return to again and again for Punga, is the Ark & Dove Cathedral [LAT 12/LONG 03]. Head to this ominous building, but only after you've completed **Point Lookout Main Quest: Walking with Spirits**; otherwise the place is sealed. You can harvest Punga Fruit all around the garden, or inside the hydroponic enclosures inside the building. However, if you sided with Desmond during the Main Quest, the remaining Tribals aren't the friendliest bunch of lobotomized maniacs you've met...



### Tip

There's easily enough Punga Fruit in the cathedral for a batch of Moonshine.



### PART 2: FERMENTS? I'VE HAD A FEW

The second ingredient is Yeast, and Point Lookout has a plentiful supply. In fact, you'd be hard-pressed not to find Yeast at almost every location. A good plan is to pick up Yeast during your Main Quest activities, so you already have three bags when you start this Miscellaneous Quest. If you're short on Yeast, the cathedral is another great place to find all three bags in one spot: on one of the pews on the right (southwest) side of the cathedral interior. This means entering the building, and possibly incurring the wrath of the Tribals. Or, try any of the merchants.



### PART 3: BATTERY INCLUDED



Excavated muck holes, where a long-dead geological survey team once prodded, is a good place to "go fission."

The most difficult item to find is the Fission Battery, because they aren't quite as numerous across Point Lookout as the other two ingredients. However, there is an easy way to have already obtained enough Fission Batteries for this quest, if you've already done some previous expeditions: Providing you've visited the Underground Lab beneath the Point Lookout Lighthouse during **Main Quest: A Meeting of the Minds**, you should have secured at least four Fission Batteries from the various rooms inside. Now complete **Miscellaneous Quest: An Antique Land**, as you'll find a Fission Battery at each of the soil survey sites (Ghoul-infested Excavated Muck Hole [LAT 06/LONG 05], Gas Shack and Excavated Muck Hole [LAT 06/LONG 01], Ghoul-infested Excavated Muck Hole [LAT 01/LONG 01]). This should bring your total up to more than six. Or, you can always steal the three Fission Batteries on the outside shelves of Haley's Hardware [LAT 09/LONG 07].



### Note

You don't have to follow this advice. Simply take your time and complete other quests while remembering to search everywhere for these objects. The previous locations are where to easily find the ingredients you need.

### STILL GOT IT

When you've acquired all the ingredients you need, return to Marguerite's Shack, which may now be guarded by a Creeper or two. Dispatch foes or flee inside the shack, where Marguerite welcomes you. Ask her about the tonic once more, and then speak about each of the ingredients, using options only available once you've collected enough. Your items are removed, and your objectives updated. Then ask how the brew is going, and Marguerite tells you it's going to take about a day to mature. Why don't you come back in a piece? You can, or you can simply wait 12 hours, and speak with her again. You'll know when the brew is done, as Marguerite is taking a more relaxed position on the floor. You're given your reward, after which you can return to make another brew, but only after three days have passed.



300 Caps



Moonshine (6)



### Note

When imbibed, Moonshine affects your stats twice as much as regular alcohol, and you suffer the same withdrawal effects if you become addicted to it.



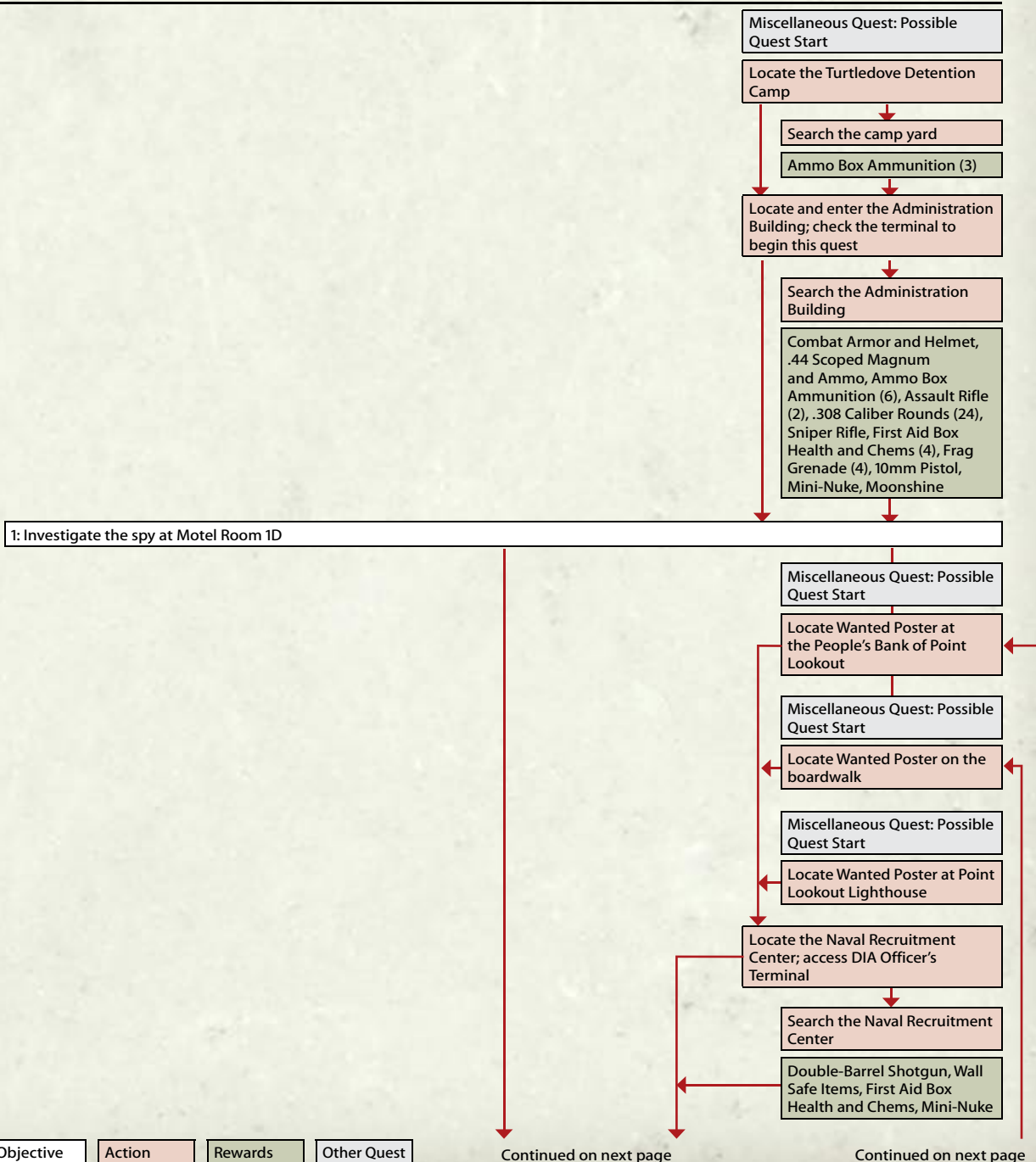
50 XP



# Miscellaneous Quest: The Velvet Curtain

## QUEST FLOWCHART

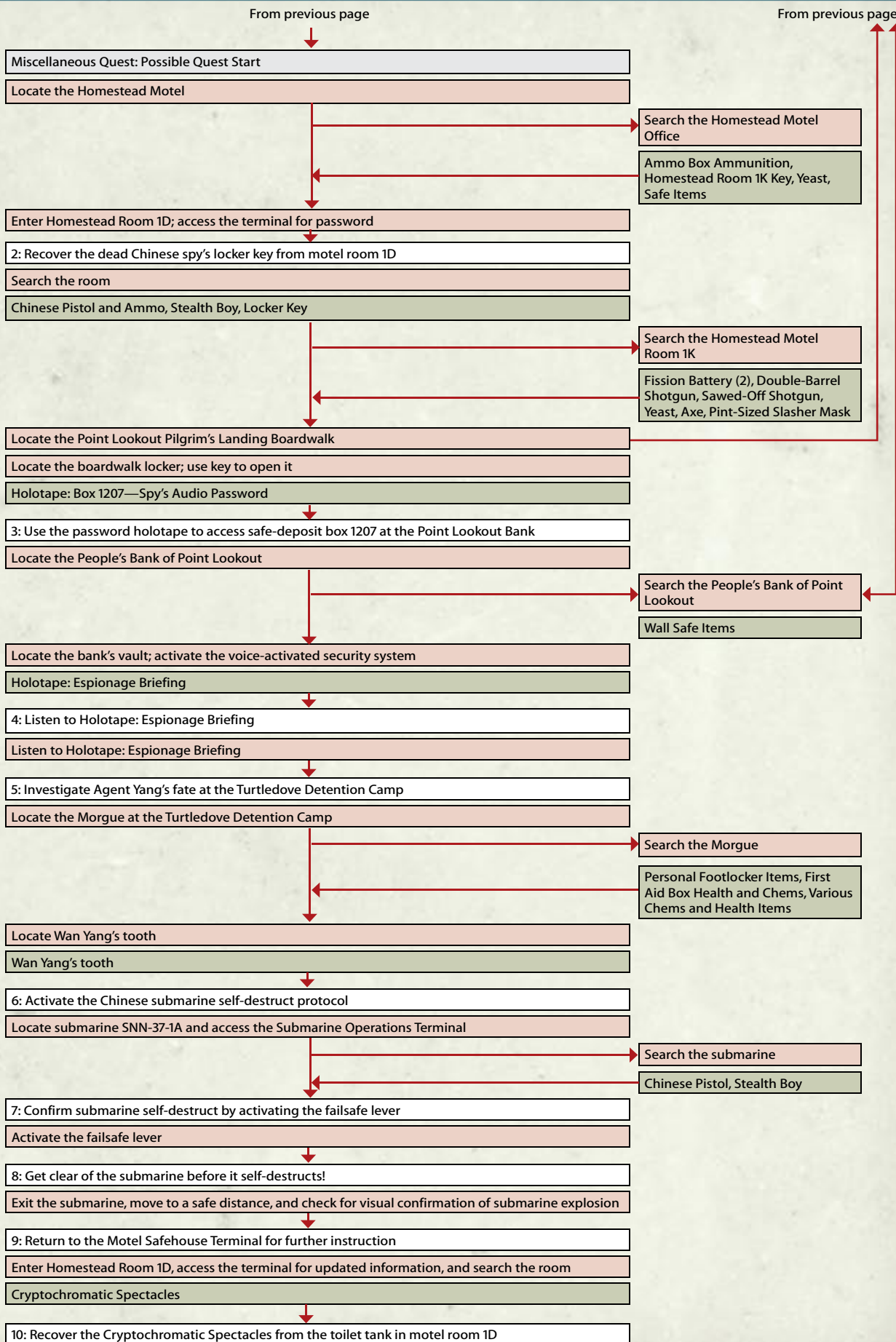
	MAIN PATH	OPTIONAL PATH
Main Characters	Wan Yang (Deceased), Agent Jiang (Deceased)	—
Locations	Turtledove Detention Camp, Sewer Entrance to Septic Tunnel Access, Point Lookout Lighthouse, People's Bank of Point Lookout, Naval Recruiting Center, SNN-37-1A, Calvert Hothouse (Chinese Intelligence Bunker), Hatch to Runoff Pipe	Turtledove Detention Camp, Sewer Entrance to Septic Tunnel Access, Point Lookout Lighthouse, People's Bank of Point Lookout, Naval Recruiting Center
Adv. Items/Abilities	—	—
Possible enemies	Brawler, Bruiser, Creeper, Scrapper, Tracker, Smuggler, Ghouls, Robobrain, Sentry Bot, Mole Rat, Vicious Dog, Radroach, Protectron	—



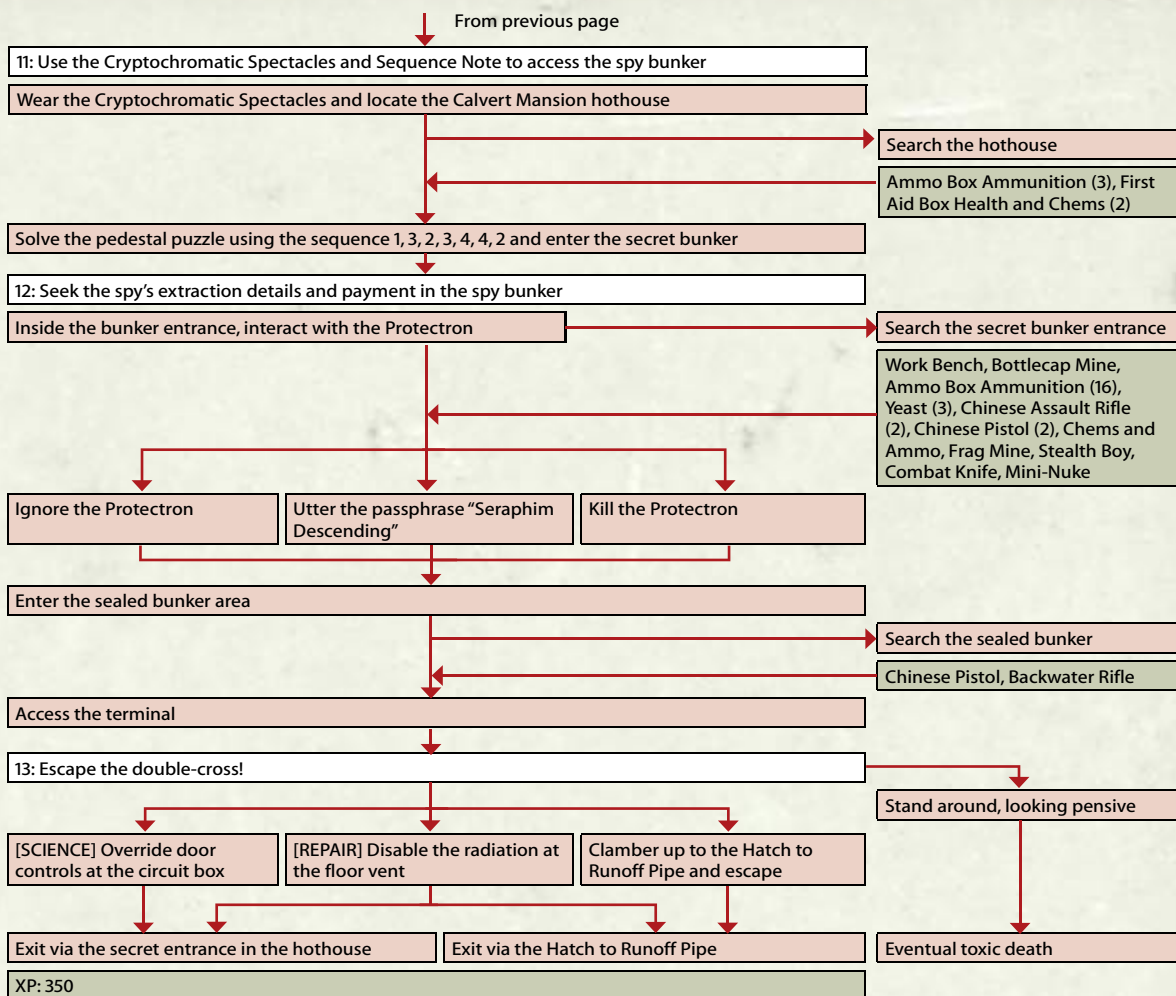
Color code: Objective Action Rewards Other Quest

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Color code: Objective (white), Action (pink), Rewards (green), Other Quest (grey)



### Note

Optional investigations provide an informative overview of a clandestine operation in this part of Maryland. It is purely optional, although you need to return to the Turtledove Detention Camp later in this quest, and can face (or avoid) any enemies then.

## [OPTIONAL INVESTIGATION]: INTERMENT AT TURTLEDOVE CAMP

The Turtledove Detention Camp is through the swamps, directly north of Point Lookout Township. Trek through the marshes, brandishing your finest yokel-hunting weaponry, and bring out pulse-based weaponry for a final assault as you close in on the Detention Camp grounds. Target turrets and Sentry Bots as you head through either the open main gate to the south, or the gap in the fence to the west. There are also Ghouls nearby, making combat even more frantic; you are advised to let the Robots and Ghouls attack each other while you take out the turrets and any remaining entities. During combat, you may wish to seek cover on the lookout tower to the northeast. Here, you'll find a trio of Ammo Boxes. The real reason you're here is to investigate the Administration Building, on the west side of the camp.



### Ammunition Box (3)

There is a stealthy method of maneuvering to the Administration Building: Head to the Sewer Entrance to Septic Tunnel Access [LAT 07/LONG 02], open the hatch, and **Sneak** along the tunnel, into the Morgue, and open the Morgue doors that lead outside, just south of the Administration Building. From here, you can sprint or **Sneak** to the door and enter without engaging hostiles.

Open the door and head northwest to the administrator's cubicle, where you'll find Combat Armor and a Helmet, a .44 Scoped Magnum and ammo, and two Ammo Boxes. Activate the terminal, and check out the entries on Camp operations, interrogations, and their efforts to locate a suspected spy.

#### NEW OBJECTIVE

"Investigate the spy at Motel Room 1D" begins.

Now head southeast to a weapons table and gather two Assault Rifles, .308 Caliber Rounds, a Sniper Rifle, four Ammo Boxes, and three First Aid Boxes on the wall. Don't forget to check the wall shelf for four Frag Grenades, various ammo, a 10mm Pistol, and a Mini-Nuke. Make a quick check of each of the Bunkhouses outside, in the main camp itself. Bunkhouse A has a couple of footlockers and a First Aid Box. Bunkhouse B has an Axe near a long-dead skeleton. Interrogation Room A has a Stimpak and a skeleton. Interrogation Room B has some Moonshine, Mentats, cutting implements, and a Stimpak.



**Combat Armor and Helmet**



**Ammunition Box (6)**



**.308 Caliber Rounds (24)**



**First Aid Box (4)**



**10mm Pistol**



**.44 Scoped Magnum and Ammo**



**Assault Rifle (2)**



**Sniper Rifle**



**Frag Grenade (4)**



**Mini-Nuke**

### [OPTIONAL INVESTIGATION]: POINT LOOKOUT'S MOST WANTED

Another way to gain initial clues to this quest, but without starting it specifically, is to look for a Most Wanted Poster around these parts. There's one on the noticeboard to the right, just as you enter Point Lookout Lighthouse. There's another if you're facing south, heading down the boardwalk. There's a third inside the People's Bank of Point Lookout. All give the same information, which is most of what you read on the Administrator's Terminal: Wan Yang is a suspected communist and Chinese sympathizer. Any suspicious activity should be reported to Lt. Krumfolz at the Recruitment Station in town.



If you're an obedient citizen, you can check in at the Naval Recruitment Center adjacent to the bumper cars. Head inside and knock the thorax off the scuttling Radroaches

before checking on the skeleton slumped behind the desk. He carried a Double-Barrel Shotgun with ammunition. There's other debris on the desk, but the side room to the east provides more information and items. Open the Wall Safe tucked next to the lockers. There's First Aid on the wall and a Mini-Nuke on the table next to the DIA Officer's Terminal. Access this computer for some basic information on Wan Yang; essentially a limited version of the notes available on the Turtledove Administrator's Terminal. This doesn't begin the quest, though.



**Double-Barrel Shotgun**



**First Aid Box**



**Wall Safe Items**



**Mini-Nuke**



### Note

It's not strictly necessary to complete either of the previous two options to begin this quest, but you receive copious clues to future actions if you thoroughly read the notes on the Administrator's Terminal at the detention camp. Simply head to Room 1D when you wish to begin the critical path of this quest.

## BREAKING AND ENTERING AT THE HOMESTEAD MOTEL



The Homestead Motel might have been a picturesque place for a weekend getaway, but it's a rotting pile of a structure, with debris and Vicious Dogs

roaming the yard. Your detention camp instructions mention Room 1D, which should be your next main location to break into. But before you shove your way into the room, check the Homestead Motel Office next to the "Free Breakfast" sign on the roadside. Once inside, check below the cash register for an Ammo Box, and Homestead Room 1K Key on the counter itself. There's Yeast in a back cubbyhole opposite a TV with a Safe under it. Take what you want, and leave. The three other rooms in this motel are 1D, 1G, and 1K.



**Ammunition Box**



**Homestead Room 1K Key**



**Yeast**



**Safe Items**



It seems the Chinese were actively plotting in this region; your foraging is turning up more about this clandestine operation.

The quest begins in earnest when you open the (unlocked) door to Room 1D, and rummage around inside. A skeleton lies on the bed (which can be slept on). Next to the bed is a dresser with a Chinese Pistol and Ammo. The suitcase has an item of interest, but there's little else except some clothing to find in this room. On the other side of the bed though, is a Safehouse Terminal next to a Stealth Boy. Access it, and you are greeted as if you're Doctor Jiang (who you surmise is on the bed). The terminal plays a message thanking Jiang for defecting, and instructing him to use the key he was given to open a public rental locker on the boardwalk. This gives Jiang a password to a mission dossier.



**Chinese Pistol and Ammo**



**Stealth Boy**

### NEW OBJECTIVE

"Recover the dead Chinese spy's Locker Key from motel room 1D" begins.

After your objective updates, ransack the room for the Locker Key, which you'll eventually find inside the luggage case.



**Locker Key**

### NEW OBJECTIVE

"Recover the dead Chinese spy's mission debriefing from the locker in Point Lookout" begins.





The Ten-Gallon Sized Slasher: One of two masks available in Point Lookout. Pair it with a Ritual Knife for a gruesome get-up.

Before you investigate the locker, you can optionally check the other two available rooms inside the Homestead Motel. Farther along the exterior to the east is Room 1G. Once you pry open the door, you can sift through the remains of an ancient firefight. A skeleton lies crumpled by the queen-sized bed; grab the Fission Battery and Double-Barrel Shotgun. The other skeleton is in the bathroom, slumped by a Sawed-Off Shotgun. The Storm Door to Room 1K is to the rear of the premises. Once you open the door, or use the Homestead Room 1K Key, you can step inside and witness what was likely to be an abomination of hideousness!

Fortunately, everything is skeletal, but blood's splattered everywhere, skeletons and bones are skewered on a variety of poles, and there's general horror throughout. Check the area for a trunk with goods inside it, Yeast, an Axe on the bed (naturally), a Fission Battery by the TV, and a Pint-Sized Slasher Mask in the bathtub! Now you can relive your Tranquility Lane nightmares!



**Fission Battery (2)**



**Double-Barrel Shotgun**



**Sawed-Off Shotgun**



**Yeast**



**Axe**



**Pint-Sized Slasher Mask**  
DR 1, WG 2, VAL 3, PER -1, Melee Weap. +5

## TAKE IT TO THE BANK

Then it's off to the bank.



Leave the motel, and head toward the boardwalk, taking a stroll down toward the pier itself, while brandishing a favored weapon. A group of Smugglers appears as you reach the oceanside promenade—deal with them violently. When the coast is literally clear, inspect the set of lockers nearby, one of which requires the Locker Key to open. Inside is a Holotape vital to your investigation; it contains an audio password. Listen to the Holotape, which gives you a clue to a safe-deposit box at the nearby People's Bank of Point Lookout. Retrace your steps northward along the boardwalk to the main east-west road. The bank itself is adjacent to the bumper cars, on the eastern side compared to the Naval Recruitment Center, and the third Wanted Poster is adjacent to the bank building, too. Head inside.



### Holotape: Box 1207—Spy's Audio Password

#### NEW OBJECTIVE

"Use the password Holotape to access safe-deposit box 1207 at the Point Lookout Bank" begins.

Enter the bank, pausing to ransack the loan officer's desk, and then head behind the counter, battling Radroaches as you go. Access the Wall Safe behind the desk, then the desk terminal, and optionally check the three information notes on the computer. Most importantly, you can learn about the bank's voice-recognition security program; it's experiencing some problems. Perhaps using a Holotape recording would work?



### Wall Safe Items

Open the cell door, and step into the vault at the rear of the bank. Before you begin shouting at the voice-activated security system, check the vault for other treasure. When you activate the security system, you have two usual options, but saying the password "xintian weng" doesn't open the deposit box because you aren't the specific owner of the box. Instead, use your Pip-Boy 3000 to play the Spy's Audio Password to the machine, then access it again. Your workaround results in Deposit Box 1207 swinging open! Unless you like collecting useless paper, ignore the Pre-War Money, and take the Holotape: Espionage Briefing from the box.



### Holotape: Espionage Briefing

#### NEW OBJECTIVE

"Listen to Holotape: Espionage Briefing" begins.

As you're walking out of the bank, optionally checking out the Most Wanted Poster, listen to the Holotape you just picked up. It appears (as you'll know if you consulted the Administrator's Terminal at the Turtledove Detention Camp) that Agent Yang is being held at the camp itself. Naturally, this was 200 years ago, so any evidence of this is likely to be a bit "bony."

#### NEW OBJECTIVE

"Investigate Agent Yang's fate at the Turtledove Detention Camp" begins.

## THE WHOLE TOOTH, AND NOTHING BUT THE TOOTH

Leave the relative safety of Point Lookout and travel the backroads, turning the Swampfolk into steaming ash piles as you trek northward to the Turtledove Detention Camp. If you've been here before you can use the Sewer Entrance to Septic Tunnel Access [LAT 07/LONG 02] to access the camp's Morgue (there's a footlocker to ransack in the tunnel itself), or head in via the main entrance or gap in the fence, as before. If you didn't read the Administrator's Terminal, now is the time to digest this information. Either way, you're looking for the Shack Door to the Morgue. Take the Septic Tunnel and you reach the Morgue without appearing at ground level. Either way, your investigation of the Morgue is cut short as you have two vicious Ghouls to subdue.

Begin a thorough inspection of the Morgue. There's a First Aid Box and Buffout on one wall, as well as Rad-X, a Stimpak, a Blood Pack, and a crematorium you can flick on and off. But the main reason to be here is the wall of trays, once used to hold the recently expired. There are three Chinese corpses here: Mei Shen, A. Cheng, and, in the bottom-left corner, Wan Yang. Inspecting the remains closely, you discover a false molar. The microfilm within must contain the Self-Destruct Codes for the Chinese submarine! Remove the codes.



**Tip**

You can simply ignore all of the hints in the admin office, and enter the Septic Tunnel, appear in the Morgue, and check the corpses without the additional investigation.



**Personal Footlocker Items**



**First Aid Box**



**Various Chems and Health Items**

### NEW OBJECTIVE

"Activate the Chinese submarine self-destruct protocol" begins.

## A RED MENACE BENEATH THE WAVES

Swim to this part of the irradiated ocean, and dive down near the rusting boat. A Chinese submarine lies dormant down here.



The submarine (which has always been in this location) is found to the south, near a rusting boat close to the lighthouse. Its dubious designation is SSN-37-1A, and you must trek through the marshes, down the boardwalk, and dive into the ocean near to the Calvert Mansion, looking out for a nearby rusting boat (as shown in the picture). Once you've reached this point, dive down and peer into the murky water for the rusting hulk of this submarine. Your Pip-Boy updates and lets you know you've discovered the Sub Recovery Site. Dive down again, and open the Hatch to SSN-37-1A.

Stifle the feeling of claustrophobia as you lurch down the narrow passageway making up the entirety of this vessel, which is listing alarmingly to one side. Optionally open the personal footlocker by the naval cot. Check the lockers, but ignore the Self-Destruct Switch at the eastern (aft) end of the vessel. Instead, move to the opposite end, grabbing the Chinese Pistol and Stealth Boy if you wish, and accessing Submarine Operations Terminal. There are two options to check: Access the Initiate Self-Destruct option to begin the protocol. You are instructed to activate the failsafe switch.



**Chinese Pistol**



**Stealth Boy**

### NEW OBJECTIVE

"Confirm submarine self-destruct by activating the failsafe lever" begins.

This metal tomb is beginning to fill with water.... Head to the Self-Destruct Switch, and pull it. Confirm the self-destruct protocol when instructed. Klaxons blare; this submarine is set to self-destruct!

### NEW OBJECTIVE

"Get clear of the submarine before it self-destructs!" begins.

Climb the exit ladder, and immediately swim away from the submarine. Look back so you can see the massive plumes of water spray the sky as the entire vessel is destroyed. The submarine is no more (which you can check if you dive down again). Your objective updates:

### NEW OBJECTIVE

"Return to the Motel Safehouse Terminal for further instruction" begins.

## A BUNKER MENTALITY

Clamber back onto dry land, and return to the Homestead Motel, Room 1D. The terminal by the bed has been updated, so access the new menu item—"Extraction Details"—which is a message from another Chinese agent allowing access to their own private bunker, hidden among the grounds of the Calvert Mansion. Coordinates are provided for your Pip-Boy. The bunker entrance is hidden, and a pair of Cryptochromatic Spectacles have been hidden in the water tank of the toilet for you. Furthermore, you are given a code to unlock the Bunker: 1, 3, 2, 3, 4, 4, 2. Once inside, you can utter the passphrase "Seraphim Descending." Quickly check the toilet, peering into the water tank and snatching the Spectacles. Your job is done here.



**Cryptochromatic Spectacles**  
DR 1, VAL 8

### NEW OBJECTIVE

"Recover the Cryptochromatic Spectacles from the toilet tank in motel room 1D" begins.

### NEW OBJECTIVE

"Use the Cryptochromatic Spectacles and Sequence Note to access the spy bunker" begins.

Having problems accessing a secret hatchway? Your Spectacles are on, right?



Trek up toward the Calvert Mansion, prepared to deal with a possible Smuggler and Swampfolk pitched battle. Usually, you have a couple of bulky foes to finish off before the coast becomes clear. Don your Spectacles, or the bunker unlock never occurs, and move into the remains of the hothouse. Inside, there are four urns, each on a pedestal. Ignore these momentarily, and check the southern end of the hothouse for three Ammo Boxes and two First Aid Boxes. Now return to carefully inspect each pedestal. Activate one, and you hear a faint clicking. Activate the correct one, and you hear a shorter



click. The trick here is to face south, and give each of the pedestals a number. The one nearest you is 1. The one to the left is 2. The one ahead is 3. The one to your right, nearest the couch, is 4. Then slowly, and methodically, press each pedestal using the sequence code provided: 1, 3, 2, 3, 4, 4, 2. If you hear an "incorrect" clicking, start again. A star-shaped hatch appears by pedestal 2 once you complete this puzzle.

## NEW OBJECTIVE

"Seek the spy's extraction details and payment in the spy bunker" begins.

## GO WITH DIGNITY, HONORABLE SOLDIER!

Open the circular Hatch to Chinese Intelligence Bunker in the star-shaped opening, and descend the stairs into the bunker itself. A wandering Protectron offers no immediate threat, so leave him and inspect the chamber; now is definitely the best time to do this! There's a Work Bench with a Bottlecap Mine on it, and a massive ammo stockpile to wade through. Grab everything right now! There's a freezer with Yeast, a Chinese Assault Rifle and Pistol, and the Protectron's Pod. When the tin man finally reaches you, you can attack it, or utter the passphrase "Seraphim Descending." Do so, and you are instructed to follow it. Do this once you've ransacked the Tool Cabinet, and grabbed yet more ammunition, Chems, and a Mini-Nuke from the shelving. What a haul!



**Work Bench**



**Bottlecap Mine**



**Ammunition Box(16)**



**Yeast (3)**



**Chinese Assault Rifle (2)**



**Chinese Pistol (2)**



**Chems and Ammo**



**Frag Mine**



**Stealth Boy**



**Mini-Nuke**

Head down the stairs, where the Protectron has ushered you (if you didn't shoot it), and Activate the Electrical Switch. This opens a hatch door leading to the sealed bunker itself. Now, where is the payment? Don't access the aptly named terminal yet. Conduct a sweep of the room, which yields a Chinese Pistol, some ammo and Mentats, and a Unique Backwater Rifle! Now access the terminal, and read the Extraction Briefing, with an increasing sense of fear. The reward is apparently being sent to Agent Jiang's next-of-kin; it's a trap!



**Chinese Pistol**



**Backwater Rifle**  
DAM 42, WG 7, VAL 116, 10mm

## NEW OBJECTIVE

"Escape the double-cross!" begins.

Oh no, you're doomed!  
Doomed to slowly irradiate to...wait, isn't that a hatch up there?



Face this ultimate betrayal with a clear head, and a choice of three options:

Stay here, and slowly die as the room fills with toxic radiation. Not a particularly well-thought-out plan.



If you've got a nominal **Repair** skill (score some Mentats on a nearby trunk if not) you can disable the flow of radiation from the vent at the center of the floor. That should give you some more time to collect your wits and escape this death trap!



Move immediately to the circuit box next to the door. The circuitry is wired directly into the door. While it's quite complicated, a technician with sufficient **Science** skill could override the door controls from here. Do so, and the door slides open, allowing you to flee back up the ladder to the hothouse. The quest ends.

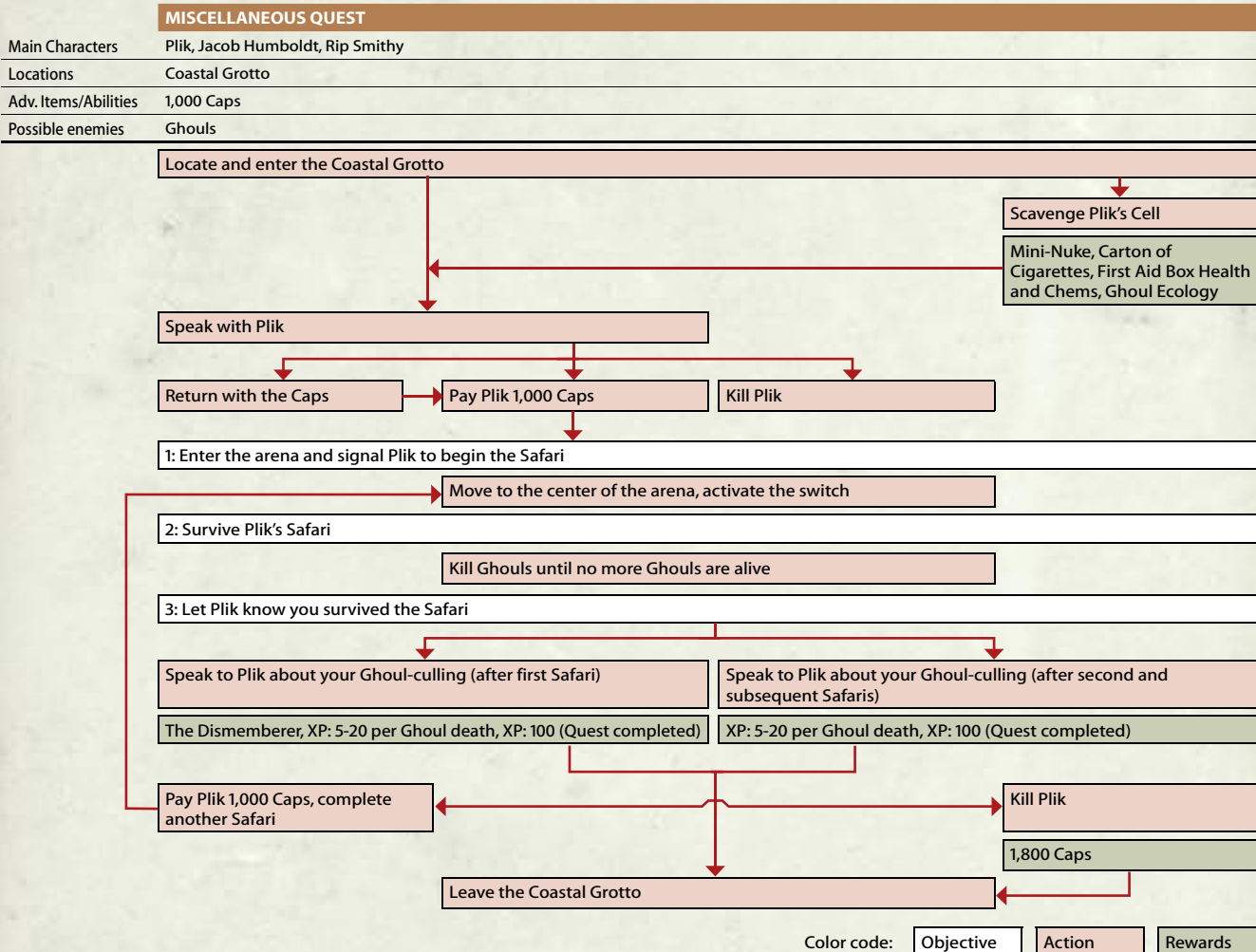
Better yet, there's a less technical, more dexterity-based exit to try. Look up and northeast, and you'll spot a hatch near this trap chamber's ceiling. To reach there, climb up the footlocker leaning against the north wall, onto the large container. Turn left (south), and leap above the terminal, landing on the sloping pipe. Jump again, turning east and edge along the narrow pipe. Then turn left (north), walk along the steel girder, and immediately open the Hatch to Runoff Pipe. This leads along a winding metal overflow pipe, passing a skeleton with a handy RadAway and some ammo, to a second Hatch to Point Lookout, depositing you in the water near the lighthouse. The quest ends.



**350 XP**

# Miscellaneous Quest: Plik's Safari

## QUEST FLOWCHART



## TRAVERSING THE CRAGGY COASTLINE



### Tip

Not flush with cash? Don't even attempt to locate the Coastal Grotto until you're carrying 1,000 Caps. The following quest requires a certain type of privileged gentleman who also enjoys exotic sport hunting. Plik doesn't accept bartering either, so bring the entire amount in Caps.



### Caution

This Miscellaneous Quest involves a large amount of combat. Come prepared for a protracted firefight or bludgeoning, including your favored Chem and Health enhancements. Failure to fully prepare could end this Maryland walkabout.

From the river delta that lies between the Ark & Dove Cathedral to the north, and the Calvert Mansion to the south, begin a beachcombing expedition armed with your favored Mirelurk-hunting implements.

Stave off any aquatic attackers, and journey

around the rugged rock formations to the east of the cliffs below the cathedral. Use the Point Lookout World Map to pinpoint the Coastal Grotto, which is hidden away halfway up the cliff-side. The winding pathway is very easy to miss. Look for the large pile of broken planks, scrap metal, and a red racer tricycle; the entrance is above this point, to the northwest. Trudge up the path that loops back to the southwest until you reach the hatch door with three lanterns. Open it, and head inside.



So *this* is Tobar's recommended locale: It's harder to find than that hidden rock stash outside Megaton!



Follow the procession of lit torches along the winding rock tunnel until the place brightens up and ends at a hatch door. A Ghoul with an impressive monitor sits on a fancy chair, and introduces himself as Plik. He welcomes you to his extraordinary Safari! Do you want to get registered? Naturally, there's the matter of the 1,000 Caps fee. You can:

Pay the Ghoul the piffling 1,000! Now where's your game? Meet the other contestants inside the arena, and good luck!

Or mention you're a little light at the moment. Plik says you might be in the wrong place.

You can remark on the expense, prompting Plik to question whether you're riff-raff.

You can ask about the Safari. Plik explains that the participants assemble in an arena, signal him with a button, after which Feral Ghouls are released—not too many at once—and you're welcome to mow them down with whatever offensive weapon you're carrying. You're on your own regarding being overwhelmed (which should be seen as excitement, not danger!) or weaponry (you should be using your favored Ghoul-killing implements).

You can kill Plik, but then you'll never experience the thrill of being mauled to death by dozens of sprinting corpse-men!

Whatever your decision, you should definitely back up and investigate Plik's cell, nearby to your right (west). Inspect the table and procure a Mini-Nuke, Carton of Cigarettes, some scattered Caps, a First Aid Box, and most importantly, Plik's Journal. This journal contains a number of observations and insights specific to hunting and fighting Ghouls. Read the journal, and gain a Perk!



**Mini-Nuke**



**First Aid Box**



**Ghoul Ecology**

**You have learned to exploit the specific weaknesses of Ghouls, and gain +5 Damage Bonus when attacking one.**

#### NEW OBJECTIVE

**"Enter the arena and signal Plik to begin the Safari" begins.**

## DRIFTING INTO THE ARENA OF THE UNWELL

Enter the hatch door, and pass the cell door with three Ghouls behind it. This doesn't open yet, although you can shoot or lob a Grenade in to kill the Ghouls if you don't want to give them a sporting chance. Move across the rope bridge to a central "island" of the arena, and give it a thorough inspection. Two other adventurers, Rip Smithy and Jacob Humboldt, are ready to enjoy this "sport." They aren't particularly fearsome, die easily under a hail of bullets, and don't have any major items on their corpses, so you might want to leave them to the Ghouls. Still, it's every man for himself down here, and if one of them *accidentally* gets raked with Minigun fire, so be it!

Before combat begins, a wise adventurer would check where to expect incoming Ghouls, and the answer is everywhere! Spin and face southeast, northeast, and northwest; there are visible bridges or rock platforms linking the central area (where you are) to Ghoul release pens. Don't forget to check southwest, as a sloping path that winds around and down below to the northwest is the fourth Ghoul entry point. You can search the base of the arena below the central platform if you wish, but there are no items down here. When you're ready for action, simply activate the switch on the metal box with the flashing light, and the battle begins!

#### NEW OBJECTIVE

**"Survive Plik's Safari" begins.**

## GHOUL AND THE GANG

Once the Feral Ghoul assault begins, use the arena's terrain to your advantage:

Attacked from the northeast: This features a natural bridge and escaping swamp gas, which is flammable, so use this to your advantage!

Mauled from the northwest: This natural bridge offers good line-of-sight. Pick off these fiends from a distance.

Savaged from the southeast: This rope bridge is where you came from. Again, there's great line-of-sight so keep looking!

Raked from the southwest: Around to the right, behind the natural columns, is a lower bridge where you're usually ambushed.

Surviving a Ghoul onslaught is your preferred method of completing this quest, as dying isn't an option (although it's likely to occur to your fellow hunters). To remain as unscathed as possible, try a few of the following combat techniques:

Before you activate the switch, conduct a cunning and thorough mine-laying expedition. Place a single Mine (optionally with placed Grenades near to it) next to every Ghoul incursion point. Then take a few steps across each bridge, and do the same again. The results are a series of Mines that waylay the first few Ghoul waves before they even reach you!

Finish your Mine-laying with clusters at the near-end of each natural or rope bridge, but well enough away so you aren't caught in the blast radius.

Then quickly deactivate all the Bear Traps in the vicinity, so you don't cripple yourself during the combat to come.

When combat actually begins, it's always amusing to wear the Ghoul Mask, and let Rip Smithy and Jacob Humboldt fend for themselves while you watch. The only drawback is that you don't gain any experience from their kills.

Specific body-part aiming is the key when you're being swamped by Ghouls. Prevent the Ghouls from reaching you quickly by aiming at and crippling their legs. If you have a choice, aim for Roamers first, as they are the toughest. Then tackle the lowly Swamp Ghouls.

Otherwise, headshots take care of these charging menaces quickly and effectively.

Continue to use your compass Perception scanner (which shows enemies as red blips) as you always have; this is particularly useful because you can see enemies encroaching from behind.

Another option is to move the camera back as far as possible, so you can see Ghouls charging you from the sides or rear well before they reach you.

With these cunning plans in mind, continue to slay Ghouls until all of them have been defeated. You usually must kill 26 before the hunt is over.

#### NEW OBJECTIVE

**"Let Plik know you survived the Safari" begins.**

Return to Plik, and speak with him about your tremendous showing. Plik is rich, and you've received a sizable experience boost. To celebrate, Plik gives you the Dismemberer, a highly dangerous melee weapon that was "misplaced" by one of his other patrons. Take this weapon of gruesome distinction. Your quest completes, although you can repeat the Safari in a few days' time. Now, you can leave, or assault Plik, optionally using the Dismemberer. You won't be able to go on Safari again, but Plik's body contains a massive number of Caps.



**The Dismemberer**  
**DAM 28, WG 6, VAL 39**



**5-20 (x26) XP**  
You receive 5, 10, or 20 XP for each Ghoul killed.



**Bottle Caps (1,800)**  
If you kill or Pickpocket Plik.



**100 XP**  
For completing the quest.



# Freeform Quest: Latchkey Kenny

## GAINING PASSAGE TO MINER'S REST

If you spotted a man being shoved off a gangplank, this is where most of him ended up: an easily overlooked mine entrance.



Below the Ark & Dove Cathedral, halfway up the cliff-face and accessed via the edge of the cliffs on the northern side of the river delta, is a rough section of ground that could just be classified as a path. Look for the Dead Man's Plank [LAT 13 / LONG 05]; it's almost directly above the entrance to the Herzog Mine. The exterior sports a rusting mine cart and a Shovel. They say this mine is haunted, and the dead spirit of the old owner still stalks the empty shafts and gloomy workings.



**Shovel**



Lead by a Damaged Garden Gnome, the doll head avalanche threatens to engulf... no wait, everything's fine.

Step into the mine and follow the tracks forward. Pass the skeleton with the Hammer near the lantern, and try to ignore the faint laughter from an unknown source. Continue vaguely northwest, then look to the right; there's a dead-end with two mine carts. Check a nearby Ammo Box for some Mines. The upright mine cart features a skeleton, as well as a Teddy Bear and Beer. This Teddy Bear doesn't seem to have been hugged by a wayward mine dweller, however. Turn westward, and edge forward along the thin passage. Aaagh! You're caught in an avalanche of doll heads!

Fortunately, the trap isn't lethal. Turn right (north) and quickly check a miners' resting area. As you head up the small steps you realize it's a final resting place; find Beer and two skeletons as well as crates and boxes to scavenge. Return to the main shaft and head west, passing the metal shelving containing the Buffout and Dirty Water. Then check the mine cart just ahead, to your right. There's another Ammo Box with Mines in it. Then take a step farther west and look left, at your feet. There's another Mine Box near the cart with the skeleton sprawled on it.



**Mine Box  
Ammunition (3)**



**Buffout**



This is one of the few safe areas in this funhouse of traps that gradually turn from frightening to downright deadly!

Keep looking down as you reach the gap between the two boulders by the glowing fungus; there are Bear Traps to avoid. Squeeze between the boulders heading north, and you're blinded by a camera flash and pelted by a unique Baseball Pitcher trap (in addition to baseballs, this one pitches a Grenade or two)! The trick to avoid a wounding is to look at your feet. When you reach the Bear Trap to your right, between the boulders, and the flash activates, step back, and avoid the remaining traps. Once the pitcher has stalled out, head between the boulders, and turn left (west).

Ahead, a Scrapper is investigating some barrels. Leave him to inspect them, and he's blown into pieces by a massive explosion. Edge forward, checking the skeletal remains by the lantern on your right (northwest); there's more Beer here as well as a nook with a metal shelf and some implements, including two Sledgehammers, some apparel, and two Mine Boxes. Then head down the main shaft, through the scattered barrels, continue to the right and look for a cart, a lantern and more implements, and a Mine Box. After the lantern are two sitting skeletons near more hardware. Quickly step toward the Door to Miner's Rest.



**Mine Box (3)**

## TALL TALES FROM A SMALL BOY NOT BORN RIGHT

Stoop and head through the low entrance in the rickety wooden reinforcements, and look left (southwest). Ahead of you, the mine passage splits into two, with one route leading to a watery dead-end, while the other ends at a Door to Blackdamp Shaft. Ignore these routes for a moment, and head southwest into a large cavern with a ramp. As you head up the ramp, you see a kid shooting a BB Gun at a variety of targets. He greets you, initially shocked that you negotiated his traps. After some initial remarks, you can speak with Kenny about himself, why he lives in the mine, and the mine's history. The conversation leads to several options:

You can figure out that this is a great place to crash and stash your gear. Kenny agrees, but he's suspicious of you.



You can use **Speech** to persuade him that you aren't going to be violent, but that you want this as a hideout from time to time. Succeed, and Kenny agrees. You won't need to prove your trustworthiness.



- » You can ask Kenny if there's a way to prove you're Kenny's new best friend. Kenny tells you he used to have Kenny-Bear around, but the little fella fell down the big Blackdamp shaft. Can you retrieve it?
- » You can agree, and tell Kenny you can't be trusted, which ends the conversation.

Hurting Kenny isn't wise. You can't access the ladder behind him, and he simply runs off.

Leave Kenny to his pot-shots, although there are a variety of interesting items to steal if you wish (which jeopardizes this quest), including the Pint-Sized Slasher Mask (one of two in Lookout Point). Instead, head roughly northward and open the Door to Blackdamp Shaft.



**Pint-Sized Slasher Mask**



**Yeast**

## KENNY-BEAR SEARCH: MINE THE GAP

Enter the Blackdamp Shaft and head northward, toward the lantern with the Sledgehammer and Shovel resting on two rickety tables. Carefully peer into the Blackdamp Shaft, which reveals a nasty drop to water down below. You can fall through this shaft, ideally landing on the corner wooden platforms to help break your fall. However, it is risky and leaves you open to Mirelurk attacks. A much better plan is to methodically explore this place. Head west and around to the north, down past some Brahmin bones, and into a large and rugged natural cavern.

The trail of lanterns gives you a clue where to go. Head northeast down the sloping rock to a shallow pool of water, pausing to eliminate any Mirelurks scuttling about down here. Remain on dry land, because there's a Mirelurk nest to the north, and Hunters are your usual prey here. Inspect any Egg Clutches you wish, then head eastward, clambering over the mound of rock, then down and across to the two lanterns on the other side. Adjust your direction and move eastward. At the next pair of lanterns, you can view the skeletal remains of Old Man Herzog. It seems Kenny's stories may have had a ring of truth to them! You can grab his shovel or Pre-War hat before you continue:



Kenny-Bear is the cutest, but not the largest hairy beast in Point Lookout. Have you met Ruzka yet?

Continue to follow the winding passage and it weaves into a shallow water tunnel; ready yourself for more combat with Mirelurks; a couple charge you in this confined space. Deal with them, then follow the remainder of the passage until you reach a single lantern on your right (north). Look up and you should be able to see the Blackdamp Shaft above you. Nearby is a natural rock column, a cluster of Mirelurk Eggs, and Kenny-Bear sitting on a concrete block. Grab him!



**Kenny-Bear**

## CARING AND SHARING IN KENNY'S CAVE

With Kenny-Bear tucked in your inventory, backtrack all the way to Kenny's stilt home, and present the furry fellow to the boy. He's pleased with the results of your search, and he allows you to use this place as your hideout if you want. You can stash your stuff in the Trunk by the naval cot (which you can sleep on), too. For the professional adventurer this is exceptionally useful, as you now have a "base camp" to return to. Store collectibles, Punga Fruit, items for other quests, and anything valuable in the Trunk, picking through what you need before you leave for the Capital Wasteland.

Behind Kenny is a ladder, which is finally accessible. It leads up to Point Lookout. Your Pip-Boy's World Map updates to pinpoint this as "Kenny's Cave," which is just southwest of the Ark & Dove Cathedral. This is handy for accessing any objects you need quickly; simply descend this ladder from the hill the cathedral sits on.

Furthermore, you can elect to play "tag" or "hide and seek" with Kenny, which helps to pass the time. You have bigger problems if you need tactical advice for playing either of these games....

## Freeform Quest:

# The Seafarer's Friend

## HALEY'S COMMENT

Scale the very front of Haley's Hardware store for a long-forgotten problem you can figure out.



While wandering the outskirts of town, you may come across Haley's Hardware store. He's a trusting sort, and displays a wealth of items outside his cottage store. Take what you need, but pay particular attention to the front stoop. Just right of the entrance you use to enter the premises is a Holotape Note, next to the Damaged Garden Gnome. Read the Note on your Pip-Boy; it details a delivery to the store that never made it, and mentions the delivery truck in question crashed somewhere close to the Ark & Dove Cathedral. This is the same note as the one at Point Lookout Lighthouse.



**Holotape Note**

### PLAYING FOR KEEPERS



Scale the very top of the impressive Point Lookout Lighthouse for a long-forgotten problem you can solve.

There's a second note hidden in Point Lookout, and this one involves scaling the Lighthouse itself. Cross the Mirelurk-infested bay between the Lighthouse and the Calvert Mansion, and enter the Lighthouse. Scale the spiral stairs all the way to the top. Exit onto the balcony at the top of the Lighthouse, and try not to leap off to your doom. Climb the exterior steps and enter the chamber with the Lighthouse Mechanism in it. Both bulbs have been smashed, and nothing works. Amid the detritus (and Beer) there's a small table with a Ham Radio and a Holotape Note on it. This is the same note as the one at Haley's Hardware.



#### Holotape Note

### LET THERE BE LIGHT

The overturned truck is located north of the Smugglers' Camp on the main winding road that runs from the Covered Bridge around to the hill and eventually the cathedral. Set off northward, prepared for a fight with a group of Smugglers before you reach the red and rusting container truck. Carefully step through the debris at the rear of the container, and rummage around until you find the Lighthouse Bulb. Then return to the lighthouse at your earliest convenience.



#### Lighthouse Bulb

Expect a vast improvement, and a beacon to chart your position by, when you return here with the biggest bulb in Maryland!



Return to the lighthouse, climb the spiral stairs, and affix the Lighthouse Bulb to the mechanism. Nothing happens. Fortunately, that's because you haven't turned to the southeast and found the Beacon Switch; pull this lever and the lighthouse grinds into life, the mechanism begins to rotate, and this landmark becomes even more prominent. Just like seafarers of old, you should use the light of this building to judge where you are, especially as you traipse through the marshy swampland. Other than a working lighthouse, there are no other rewards for finishing this Freeform Quest.

*"The rocky ledge runs far into the sea, and on its outer point, some miles away, the lighthouse lifts its massive masonry, A pillar of fire by night, of cloud by day."*  
— Henry Wadsworth Longfellow.



## Freeform Quest: Tailing the Tomboy

### MUM'S THE WORD



#### Note

Most of this Freeform Quest is attempted during the Main Quest in Point Lookout.



Catherine is a worrier, fearing for her only daughter. Fortunately, these fears are completely unfounded; her daughter is an adventuress to rival Sydney!

This occurs during Main Quest: The Local Flavor

Back in the Capital Wasteland, when you first set eyes on the *Duchess Gambit*, you are waylaid by a slightly disheveled and distraught woman named Catherine, who informs you that her daughter Nadine stowed away on the *Duchess Gambit* a few weeks ago. Agree to find her, and a Note appears in your Pip-Boy to remind you of this task.



#### Note to Nadine



## GIVING YOU BRAINACHE

This occurs during Main Quest: Hearing Voices

Once you've completed the Mother Punga hallucination walk, and woken up with a pounding headache, and you've returned to the Ark & Dove Cathedral to be welcomed into the Tribals' cult, you have your first encounter with Nadine. She's in the cathedral's southeastern corner. She begins with a series of incredibly confusing utterances, talking about Tribals getting their heads cut open! She tells you to check your head for a scar; everyone got one after heading into the Sacred Bog. Nadine reckons this is what these maniacs meant about "freeing your mind."

You retrieve the Sea Cave Key from her, but the relevant plan for this Freeform Quest is to ask Nadine whether she can get rid of your scar: Nadine succeeds with some invisible mending, although she's quick to point out that you're still missing a chunk of your brain. Fortunately, it looks like you didn't need it. Then ask who's responsible for this surgery, and she tells you she's got a hunch and you should meet her by the Riverboat in a "day or so."



### Caution

You can't wear any headgear (except the super-comfy Policeman's Hat found in the bank in Point Lookout) while you have a scar. You cannot complete this quest until you ask Nadine to remove it and ask who was responsible.



### Scar removed

## WHAT A LONG, STRANGE TRIP IT'S BEEN



Free trips to and from Point Lookout to the Capital Wasteland? It pays to have a friend like Nadine.



### Note

This occurs once your scar is removed, any time you want to leave for the Capital Wasteland.

The final part of this Freeform Quest occurs when you approach the *Duchess Gambit*. If you haven't spoken to Nadine about your scar yet, Tobar is on the boat but isn't ready to set off. You must return and meet Nadine. She tells you the shocking truth: Tobar was responsible for your mini-lobotomy, and she's locked him in the Engine Room. She's commandeered the boat, and recommends you introduce Tobar to the sharp end of your favorite knife. Meanwhile, Nadine is claiming his boat and the load of Punga that Tobar earned plying his amateur surgery, and she has a "wicked scar" to prove her mettle. Furthermore, she tells you that any time you want a trip to and from the Capital Wasteland, the fee is free!

Enter the engine room, thanks to the key Nadine has (she opens the room for you), and meet Tobar, who's remarkably calm considering what he's done to your brain. He tries to justify his amateur lobotomizing by saying he's just the same as you. Well, except he doesn't kill as many people.... No matter what you say, he becomes hostile and draws his Magnum; pummel him to death as quickly as you can, so you can be reunited with your piece of gray matter. A quick look around this freak's collection room reveals dozens of jars of brains, a Fission Battery, a load of items on Tobar's body (Caps, a *Duchess Gambit* Key that opens this room, and his outfit, called Grifter's Fit)



### Fission Battery



### Scoped .44 Magnum



### Caps



### Duchess Gambit Key



### Grifter's Fit

DR 2, WG 2, VAL 3, CHR +1, Sm. Guns +5



### Riverboat Ticket

This is your Lump of Brain. There are many like it, but this one is yours.



When you've finished looting Tobar's corpse, check the small table. For some reason, you feel a terrible sense of loss as you look at the familiar lump of gray matter in a jar. It might be wise to pick up the Lump of Brain here; it doesn't weigh anything, or help you, but it makes a sentimental keepsake, so you know never to trust a Punga Fruit spore shower again....



### Lump of Brain

# TOUR OF POINT LOOKOUT

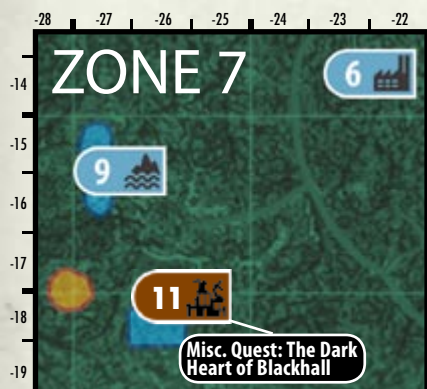


## Point Lookout: D.C. Locations

### TOPOGRAPHICAL OVERVIEW

Close to the Tidal Basin where the Citadel [9.11] and the Jefferson Memorial [9.14] are sits a Riverboat Landing, near a small cluster of Mirelurks. They prove to be little threat, allowing you to reach a fancy old paddleboat named the *Duchess Gambit*, and its one-man crew, a slightly suspicious character called Tobar. Across the Capital Wasteland is the fearsome Dunwich Building [7.11], which is tied mysteriously to an old book you may find on your travels, after an encounter with an old man named Obadiah Blackhall [PL:1.02].

## D.C. Locations – Zone 7: Southwest Territories



### PRIMARY LOCATIONS

#### POINT LOOKOUT

7.11: Dunwich Building (LAT -26/LONG -18)

#### ZONE 7

7.06: VAPL-66 Power Station (LAT -23/LONG -14)

7.09: F. Scott Key Trail & Campground (LAT -27/LONG -15)

### SECONDARY LOCATIONS

None

Ghouls await and attack! Fight them off, then inspect the chamber.

- Ammunition Box (3)

#### 17-B Carved Obelisk

Legend states that pressing the fabled Krivbeknih into this eldritch obelisk forces those of impure blood to face a fiery death! Unless you have the Krivbeknih, located over at Point Lookout's Ritual Site [5.25], you won't know, will you?

#### 18 Lone Chamber

Retrace your steps to the stairwell (the second one you find), and ascend to the small connecting passage and back into the Dunwich Building. It opens into an upper office area you couldn't previously reach. Drop down into the western offices; from here you can quickly exit and never speak of this again.

- Bobblehead: Melee Weapons (15/20)

### Primary Locations

#### 7.11: DUNWICH BUILDING (LAT -26/LONG -18)

- Threat Level: 4
- Faction: Ghoul
- Danger: Low Radiation, Terminal Trap
- Collectible: Bobblehead, Nuka-Cola Quantum, Skill Book
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Hostile: Feral Ghoul Genus

In a remote and blasted heath surrounded by rocky terrain in the southwest corner of the Wasteland is the Dunwich Building. Once a thriving complex forming part of the Dunwich Borens Corporation, it has fallen into ruins. Raiders and Scavengers are rarely ready to risk venturing into this structure, and those surviving a look inside are never

quite the same again. Ronald Laren, over at Girdersshade, mentions the strangeness of this structure. Still, who dares, wins, right? Enter the main (and only) entrance. For a complete tour of the Dunwich Building, refer to page 378.

### VIRULENT UNDERCHAMBERS

#### 14 Office with Precarious Flooring

- Note: Jaime's Personal Journal (Entry 09/09)

#### 15 Fire Hose

The air is getting thicker and radioactive.

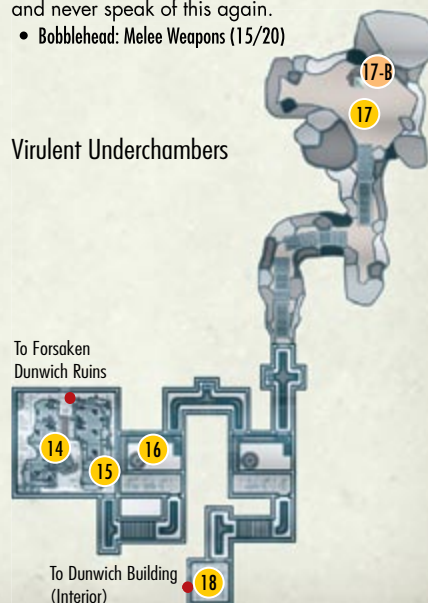
- First Aid Box

#### 16 Stairwell

- First Aid Box

#### 17 Shrieking Cavern

A cacophony of shrieking reaches a crescendo! Jaime Palabras and a contingent of





# D.C. Locations — Zone 9: Exterior

## D.C. Metropolitan Ruins

### PRIMARY LOCATIONS

#### POINT LOOKOUT

PL1: Riverboat Landing (LAT 11/LONG -20)

#### ZONE 9

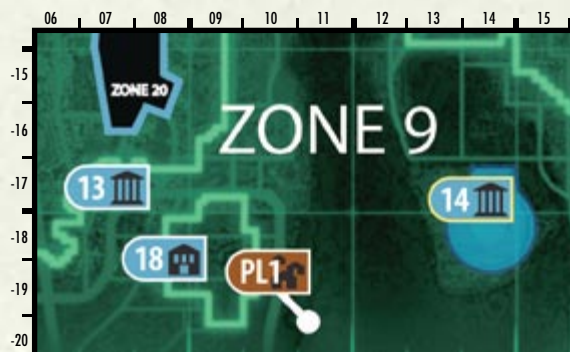
9.13: Alexandria Arms (LAT 07/LONG -17)

9.14: Jefferson Memorial (LAT 15/LONG -17)

9.18: Arlington Library (LAT 08/LONG -19)

### SECONDARY LOCATIONS

None



## Primary Locations

### PL1: RIVERBOAT LANDING (LAT 11 / LONG -20)



- Main Quest: The Local Flavor
- Freeform Quest: Tailing the Tomboy
- Threat Level: 2
- Faction: Wastelander
- Services: Trader

Tobar's ferry, known as the *Duchess Gambit*, is always moored here, just south of the Mirelurk Jetty [9.Z]. Here, you can set a course for Point Lookout after Catherine beseeches you to locate Nadine, her daughter. The first time you enter the boat, you must purchase a ticket from Tobar for around 445 Caps, depending

- Danger: Low Radiation
- Area Is Locked
- Interior Exploration
- Sleep Mattress
- Inhabitants: Catherine, Tobar

on your Barter skill. He then unlocks the Cabin Door. The Storm Door to Engine Room is currently inaccessible (check the other mooring spot in Point Lookout for further information). When you board, the ferryboat eventually reaches Point Lookout and docks at 5.21: Point Lookout Pier (PL: LAT 07/LONG 11).

- Riverboat Ticket

## Point Lookout Locations

## Zone 1: Northwestern Swamps

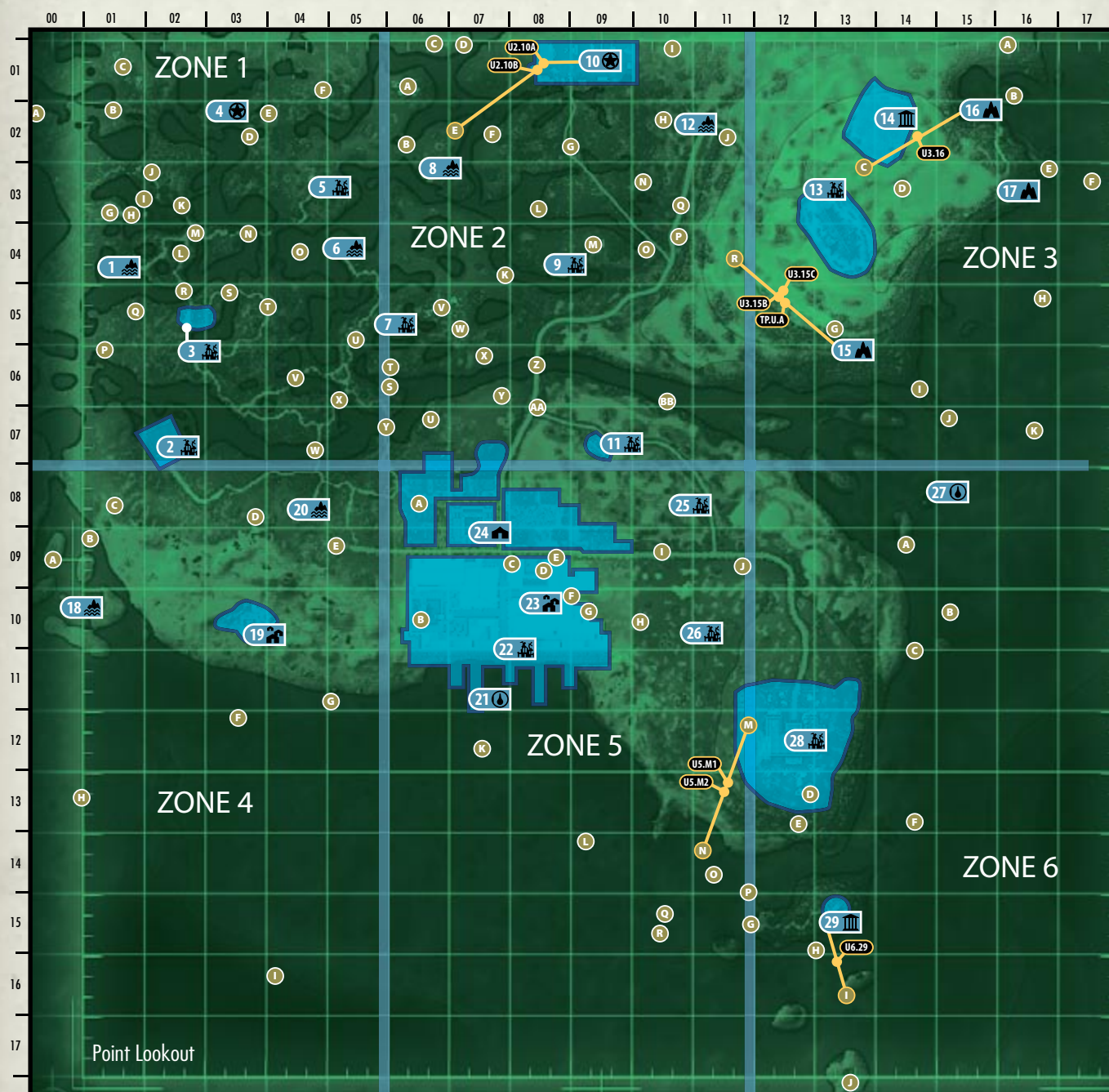
### TOPOGRAPHICAL OVERVIEW

Northwestern Point Lookout is one huge mire of muddy earth, relatively faint trails, a series of interwoven bridges across the mainly shallow swamps, and various outposts, shacks, and small farmsteads dotted throughout the foggy and damp environment. To the far south is the mysterious Blackhall Manor, a grand building that stands in sharp contrast to the ramshackle Grower's Shack to the north. Study this map closely, and you can see trails to all but one of the Primary Locations, which helps you situate yourself. Battles with the Swampfolk are commonplace, but even these toughened yokels don't venture too far north, where Feral Ghouls roam, and the faint sounds of a lone Yao Guai can be heard....

### PRIMARY LOCATIONS

- 1.01: Sacred Bog Entrance (LAT 01/LONG 04)
- 1.02: Blackhall Manor (LAT 02/LONG 07)
- 1.03: Grower's Shack (LAT 02/LONG 05)
- 1.04: Jet Crash Site (LAT 03/LONG 02)
- 1.05: Trapper's Shack (LAT 04/LONG 03)
- 1.06: Flooded Sinkhole (LAT 05/LONG 04)
- 1.07: Lil' Tyke Playhouse (LAT 05/LONG 05)





### SECONDARY LOCATIONS

- 1.A: Ruzka's Alcove (LAT 00/LONG 02)
- 1.B: Yokel's Campfire (LAT 01/LONG 02)
- 1.C: Excavated Muck Hole (LAT 01/LONG 01)
- 1.D: Rusting Car Campfire (LAT 03/LONG 02)
- 1.E: Jettisoned Parachute (LAT 04/LONG 02)
- 1.F: Rundown Shack (LAT 04/LONG 01)
- 1.G: Ruined House (LAT 01/LONG 03)
- 1.H: Rickety Bridge (Flooded) (LAT 01/LONG 03)
- 1.I: Rickety Bridge (LAT 02/LONG 03)
- 1.J: Rundown Shack (LAT 02/LONG 03)
- 1.K: Rickety Bridge (Barrels) (LAT 02/LONG 03)
- 1.L: Jetty Bridge (LAT 02/LONG 04)

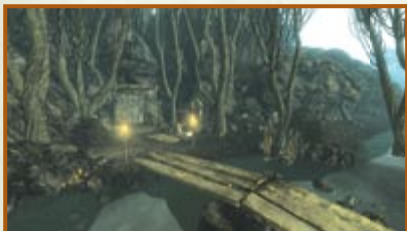
- 1.M: Jetty Bridge (Barrels) (LAT 02/LONG 04)
- 1.N: Jetty Bridge (LAT 03/LONG 04)
- 1.O: The Floating Gnome (LAT 04/LONG 04)
- 1.P: Rundown Shack (LAT 01/LONG 06)
- 1.Q: Dearly Departed (LAT 01/LONG 05)
- 1.R: Grower's Rickety Bridge (LAT 02/LONG 05)
- 1.S: Straw Doll Rickety Bridge (LAT 03/LONG 05)
- 1.T: Ponderer's Log (LAT 04/LONG 05)
- 1.U: Parent's House (LAT 05/LONG 05)
- 1.V: Jetty Bridge (Barrels) (LAT 04/LONG 06)
- 1.W: Rickety Bridge (LAT 04/LONG 07)
- 1.X: Rickety Bridge (Clutches) (LAT 05/LONG 06)
- 1.Y: Rickety Bridge (LAT 05/LONG 07)



## Primary Locations

### 1.01: SACRED BOG ENTRANCE

(LAT 01/LONG 04)



- Main Quest: Walking with Spirits
- Threat Level: 4
- Faction: Tribals
- Area Is Locked
- Interior Exploration
- Sleep Mattress
- Inhabitant: Mother Punga

South of the Ruined House [1.G] and at the far western edge of the winding swamp trails that links many of this zone's Primary Locations is a rickety alcove entrance to a hidden bog sacred to the Tribals. You can enter this place during **Main Quest: Walking with Spirits**. Check the front entrance for a straw bed and the following:

- Wild Punga
- First Aid Box
- Sack Items

#### BOG ENTRANCE

##### A Door to Point Lookout

##### 1 Skeleton

- Axe
- Wild Punga

##### B Door to

#### Sacred Bog

#### SACRED BOG

##### C Door to Bog Entrance

##### 2 Swampplurk's Alcove

- Beer and Pork N' Beans
- Stimpak

##### 3 Warning! Bear Traps

##### 4 Mirelurk Egg Clutch

- Hatchling Mirelurk Meat

##### 5 Mother Punga

The hallucinations begin as soon as you gather her seeds. The remaining locations can be ignored, but the "Bubbleheads" can be picked up. They do not survive the Mister Break's bomb explosion.

- Wild Punga

#### 6 7 8 11 12 14 Bubblehead Encounters (Hallucination)

- Bubblehead: Intelligence
- Bubblehead: Strength
- Bubblehead: Endurance
- Bubblehead: Agility
- Bubblehead: Perception
- Bubblehead: Charisma



##### 9 Giant Surgical Saw (Hallucination)

##### 10 Falling Quantums (Hallucination starts)

##### 13 Giant Stitching Needle (Hallucination)

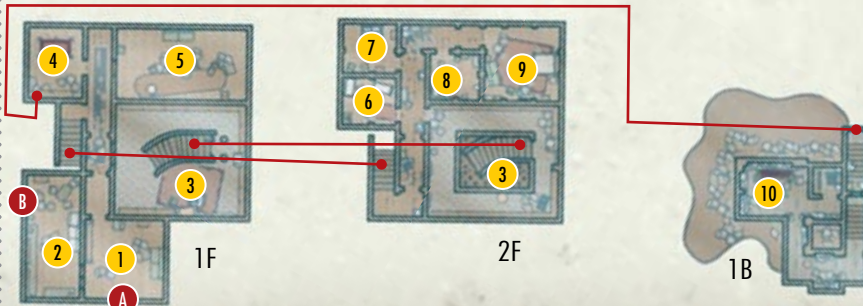
##### 15 Floating Friends

##### 16 Mister Break and his Atom Bomb

Whether or not you encounter Mister Break, the hallucination ends with you slipping into unconsciousness and waking up with a splitting headache. Unbeknownst to you, Tobar the Ferryman has removed a small piece of your brain between the time the hallucination ended and when you woke up on the straw bed just outside the Sacred Bog Entrance.

- Bubblehead: Luck

#### Blackhall Manor



### 1.02: BLACKHALL MANOR (LAT 02/LONG 07)



- Miscellaneous Quest: The Dark Heart of Blackhall
- Threat Level: 2
- Faction: Swampfolk
- Guns and Ammunition

- Area Is Locked
- Interior Exploration
- Inhabitant: Obadiah Blackhall



Constance Blackhall was obsessed with the occult. She turned her newfound wealth into a means of acquiring archaic texts and artifacts. The most notorious of these was the Krivbeknih. Constance drew a small circle of devotees to herself, styling herself a priestess of an obscure sect based around the book. Constance lived an unnaturally long life, even in the radiation soaked marshes of Point Lookout. Local legend states that the Krivbeknih was stolen from her, and without it the woman succumbed to a death that should have found her generations before. Her legacy, having permeated the provincial culture of Point Lookout, persisted, but what little structure existed within that group deteriorated with no form of leadership. There is not so much a faith as a collection of incoherent chants and rituals, their meanings long forgotten.

The Blackhalls have stubbornly clung to existence, but Obadiah appears to the last of their line. He knows that the Krivbeknih has found its way back to Point Lookout, and intends to reclaim it, with the hopes of restoring power over the swampfolk to his family.

### BLACKHALL MANOR EXTERIOR

Located at the end of the east-west trail that runs along the northern part of Zone 4, this ancient and foreboding structure has two entrances (one on the front porch, and the other on the southwestern wall). Both are accessible without problems (assuming you don't count wandering yokels with a bloodlust as "problems").

### BLACKHALL MANOR GROUND FLOOR

#### A Door to Point Lookout

This door allows access out to the main porch.

#### 1 Wood-Panelled Entrance Foyer

There are only clothes in the wardrobe

#### 2 Kitchen

The kitchen holds a well-stocked refrigerator.

- Yeast (2)

#### B Door to Point Lookout

This door enables you to step out of the side entrance to the manor, assuming the front way has roaming Swampfolk you don't wish to encounter.

#### 3 Central Library [1F and 2F]

All of the reading materials in this grand, two-floor library are useless to your needs. Obadiah Blackhall sits in his bath-chair here.

#### 4 Billiards Room

Find only balls and a bookcase in here. There's a hidden door to the basement behind the bookcase in the corner, but Obadiah accesses it only if you deliver the Krivbeknih to him.

#### 5 Dining Room

This room contains little but a collection of forks.

### BLACKHALL MANOR UPPER FLOOR

#### 6 Hallway and Small Bedroom

Find Cherry Bombs, a baby carriage, and a locked footlocker along the hallway. There's a small bed to sleep on in the bedroom.

- Cherry Bombs
- Footlocker Items
- Teddy Bear

#### 7 Corner Bedroom

There's a larger bed to sleep on in here, and wardrobes to check for clothing.

#### 8 Bathroom

- Buffout
- Psycho

#### 9 Master Bedroom

This grand but dilapidated chamber has vines running across the floor, a bed to sleep on, and a safe in the wall.

- Wall Safe Items

### BLACKHALL MANOR BASEMENT

#### 10 Altar to Krivbeknih

This secret altar is accessible only if Obadiah is alive and possesses the Krivbeknih. Obadiah begins an eldritch chant on the body of a mangled Creeper. Nothing happens.

- Yeast

## 1.03: GROWER'S SHACK (LAT 02/LONG 05)



- Threat Level: 4
- Hostile: Swampfolk
- Collectible: Mini-Nuke
- Guns and Ammunition
- Interior Exploration
- Sleep Mattress

On the trail that winds randomly northwest from Point Lookout to the Sacred Bog lies a small farming operation that does business with Tobar the Ferryman. It is the westernmost point in the middle of the "Trapper's Triangle," which stretches from the Grower's Shack [1.03] in the west to the Trapper's Shack to the north [1.05] to the Lil' Tyke Playhouse to the southeast [1.07]. A small dock and outbuilding (which cannot be entered) and two rickety bridges allow access to this growing operation. Rows of flickering bulbs keep the Bloatflies away, and provide visual cues. Also find numerous Wild Punga to pick, and a number

of Swampfolk ready to defend their livelihood. You can sip water from the Water Tower Valve after thirsty combat. The main attraction however, is the Grower's Shack itself. Access the Storm Door to Run-down Shack on the north side, near the rusting swings.

- Wild Punga

#### A Storm Door to Point Lookout

This door allows easy access if you're set upon by a Creeper in here.

#### 1 Grower's Bedroom

There's a variety of choice items here, and you can sleep on the queen-sized bed if that skeleton makes room. Be sure to pick up the Holotape. This opens a safe-deposit box at the People's Bank of Point Lookout [5.C].

- Holotape: Box 1213—Bern's Voice
- Mini-Nuke (83/92)
- .32 Pistol and Ammo
- Fission Battery
- Wild Punga Fruit

#### 2 Vittles Station

This place is well-stocked with various items, including some rather intoxicating Moonshine. Don't forget to check the fridge and cabinets.

- Food and Beer
- Wild Punga Fruit
- Moonshine

#### 3 Living Room

There's Beer in here and some Jet, but your biggest find is a Police Hat on the television.

- Beer
- Police Hat

#### 4 Terlit

Your attacker usually charges in from here. This bathroom is devoid of items, except a plunger.

#### Grower's Shack



## 1.04: JET CRASH SITE (LAT 03 / LONG 02)



- Threat Level: 4
- Ghouls
- Guns and Ammunition
- Health and Chems

These are the remains of a U.S. Navy jet aircraft that impacted the site back in 2077. The pilot ejected and is hanging from a tree to the east (Jettisoned Parachute [1.E]). Check that location for additional items. This area is crawling with Ghouls, and the jet itself has seven skeletons, nearly all armed with Axes. Inspect



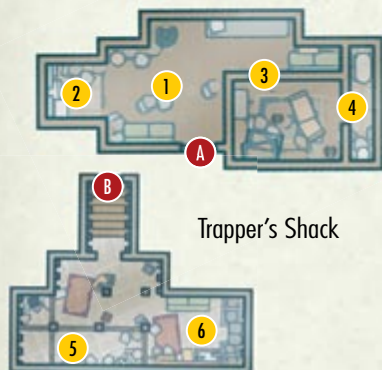
the cockpit for an Ammo Box, and check the ground by the plane's left wing for a Blackbox Recorder, close to a variety of other items. The recorder has a recording, so you can listen to the last moments of the pilot's flight.

- Holotape: Blackbox Recording
- Ammunition Box
- First Aid Box (2)
- Axe (4)
- Combat Helmet
- Shovel (3)
- Personal Footlocker Items
- 10mm Pistol and Ammo
- Stimpaks and Chems
- Fission Battery (2, one inside Blackbox Recorder)
- Wild Punga

## 1.05: TRAPPER'S SHACK (LAT 04 / LONG 03)



- Threat Level: 5
- Faction: Swampfolk
- Danger: Bear Trap, Mines
- Collectible: Nuka-Cola Quantum
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Sleep Mattress
- Work Bench



This is the northernmost point in the middle of the "Trapper's Triangle," which stretches from the Grower's Shack [1.03] in the west to the Trapper's Shack to the north [1.05] to the Lil' Tyke Playhouse to the southeast [1.07]. Not only are there Swampfolk to fear, but the entire place is a gigantic trap, with Frag Mines and Bear Traps dotted about the perimeter of the house. The north side of the shack has a ground trapdoor entrance to the cellar. The south side has a covered porch and a table with a Double-Barrel Shotgun on it. Take this, watch out for the Bear Trap, and enter the shack.

- Double-Barrel Shotgun and Ammo
- Frag Mines

### A Storm Door to Point Lookout

#### 1 Living Room

Find scattered skeletons, a caged skeleton near a Bear Trap (careful!), and access to the Vittles Station and Tirlet.

- Fission Battery
- Double-Barrel Shotgun

#### 2 Vittles Station

The fridge is well-stocked with alcohol. Check under the sink for Yeast.

- Yeast (2)

#### 3 Bench and Bedroom

The bench has Bear Traps, Beer, and a Jet on it. Check the suitcase and trunk in the bedroom.

- Stealth Boy
- Chinese Pistol and Ammo

#### 4 Tirlet

Expect enemies to attack from this point. The bathtub has Beer and Whiskey in it.

### B Shack Door to Point Lookout

#### 5 Captured Ghouls and Swampplurk

This is where the Trapper gets his jollies by pitting captured mutations against each other! At the moment, six Swamp Ghouls are caged in one area, and a Swampplurk in the other. Flick the Electrical Switch to start the fight. Mop up any survivors, then open the door to reach the Swampplurk's cell with two Safes and a Quantum to gather.

- Safe Items (2)
- Nuka-Cola Quantum (102/110)

#### 6 Trapper's Cache

There's a Work Bench here, and caches of different and exotic foodstuffs in the freezers. Check the shelving for ammo.

- Work Bench
- Bottlecap Mine
- Punga Fruit
- Chems and Ammo
- Frag Mine (2)
- Melee Weapons
- Various Meats
- Deathclaw Hand
- Strange Meat Pie
- Radscorpion Poison Gland
- Mirelurk Egg Clutch

## 1.06: FLOODED SINKHOLE (LAT 05 / LONG 04)



- Threat Level: 3
- Faction: Swampfolk
- Danger: Low Radiation
- Collectible: Nuka-Cola Quantum (2)
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Sleep Mattress

In the middle of the "Trapper's Triangle," which stretches from the Grower's Shack [1.03] in the west to the Trapper's Shack to the north [1.05] to the Lil' Tyke Playhouse to the southeast [1.07] is a large, flooded sinkhole. On the water's edge is a rusting caravan and a mattress to sleep on. There's a campfire and small jetty both strewn with junk. Of greater interest is the collection of small objects floating in the middle of the water, hinting at treasures deeper below the surface. Swim to the Floating Gnome [1.0], and use him as the place to dive from. At the bottom among submerged rocks and junk are three Safes and a First Aid Box. Check the bottom or the surface for two Nuka-Cola Quantums, too.

- First Aid Box
- Safe Items
- Nuka-Cola Quantum (103-104/110)

## 1.07: LIL' TYKE PLAYHOUSE (LAT 05 / LONG 05)



- Threat Level: 3
- Faction: Swampfolk

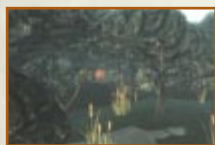
The southeastern tip of "Trapper's Triangle," which stretches from the Grower's Shack [1.03] in the west to the Trapper's Shack to the north [1.05] to the Lil' Tyke Playhouse to the southeast [1.07]. The Playhouse itself is a ramshackle affair with rusting play equipment dotted around the earth, and is defended by vicious Swampfolk, so expect combat. Close by is the Parent's House [1.U]. Check the area inside the Playhouse shack for various toys and Makeshift Bedding to sleep on. The ironing board outside has the only item of interest (which gives you a +5 Repair):

- Red Racer Jumpsuit



# Secondary Locations

## 1.A: RUZKA'S ALCOVE (LAT 00 / LONG 02)

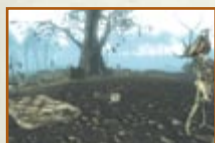


- Threat Level: 3
- Low Radiation
- Guns and Ammunition
- Health and Chems
- Inhabitant: Ruzka the Wonder Bear

Ruzka lives in a small alcove at the end of a small inlet channel, and she's dangerous and threatening unless you have the Animal Friend perk. Slay or flee from her if you wish; there's some scattered junk, two Stimpaks, and a small weapons cache in her cave alcove.

- Stimpak (2)
- Double-Barrel Shotgun
- Axe
- Lever-Action Rifle

## 1.B: YOKEL'S CAMPFIRE (LAT 01 / LONG 02)



- Threat Level: 1
- Sleep Mattress

Placing a few pieces of wood in a tire isn't the best way to make a fire. The place is deserted (except for enemies you've attracted here). Nearby trees are adorned with straw dolls, there's a rusting car, and a mattress to sleep on. This is at the start of the inlet leading to Ruzka's Alcove [1.A].

- Wild Punga

## 1.C: EXCAVATED MUCK HOLE (LAT 01 / LONG 01)



- Miscellaneous Quest: An Antique Land
- Threat Level: 4
- Faction: Ghouls
- Gas Leak
- Interior Exploration
- Guns and Ammunition

Also known as the "Ghoul-infested Excavated Muck Hole," this area was probed by the Bysshe Company for resources, but has long-since been abandoned. The surface has a rusting shack with a ham radio in it, a nearby sofa and small concrete block campfire to the west, and a number of interesting items in the hole itself. There's escaping gas in the hole, so don't fire off any shots!



Muck Hole

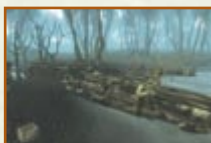
### A Ladder to Point Lookout

### 1 Bysshe Company Skeleton

This long-dead skeleton is likely to be one of the Bysshe Company scientist interns led by Doctor Caroline Saunders (Deceased). He lies in a small chamber of escaping gas, near the following items:

- Shovel
- Bio-Gas Canister (2)
- Holotape: Soil Survey Tape 03

## 1.D: RUSTING CAR CAMPFIRE (LAT 03 / LONG 02)



- Threat Level: 1

Here lies a pitiful attempt to start a fire in a barrel. You can destroy the two cars and pick nearby Wild Punga, but this is mainly a route marker to help you visualize where you are; in this case, close to the Jettisoned Parachute [1.E] and Jet Crash Site [1.04]. You can sit on a log and ponder your own mortality, though.

- Wild Punga

## 1.E: JETTISONED PARACHUTE (LAT 04 / LONG 02)



- Threat Level: 3
- Faction: Ghouls
- Guns and Ammunition

Here are the remains of the parachute and pilot from the jet that dove into the swamp at the Jet Crash Site [1.04]. The chute is draped over the top of a dead tree, and the pilot is hanging from a low branch, close to the following items:

- Assault Rifle
- Combat Helmet
- Axe
- Wild Punga

## 1.F: RUNDOWN SHACK (LAT 04 / LONG 01)



- Threat Level: 2
- Faction: Swampfolk

## 1.G: RUINED HOUSE (LAT 01 / LONG 03)



- Threat Level: 2
- Faction: Swampfolk
- Guns and Ammunition

Almost directly north of the Sacred Bog Entrance [1.01], this pile of rubble with a chimney was once a small farmhouse. Wild Punga grows here (including in the bath), and a hapless ancient adventurer has left some equipment by the fireplace.

- Ammunition Box (2)
- Chinese Assault Rifle
- RadAway (2)
- Wild Punga

## 1.H: RICKETY BRIDGE (FLOODED) (LAT 01 / LONG 03)



- Threat Level: 2
- Faction: Swampfolk

This is the first of two rope and wooden bridges spanning the swamp ponds, leading from the Rundown Shack [1.J] to the Ruined House [1.G].

## 1.I: RICKETY BRIDGE (LAT 02 / LONG 03)



- Threat Level: 2
- Faction: Swampfolk

The second of two rope and wooden bridges spanning the swamp ponds leads from the Rundown Shack [1.J] to the Ruined House [1.G].

## 1.J: RUNDOWN SHACK (LAT 02 / LONG 03)



- Threat Level: 3
- Faction: Swampfolk



This is the northwest edge of where the swamp trails peter out. There are bridges nearby, and the threat of inbred violence.

## 1.K: RICKETY BRIDGE (BARRELS)

(LAT 02 / LONG 03)



- Threat Level: 2
- Faction: Swampfolk
- Low Radiation

Close to another bridge with discarded radioactive barrels [1.M], this is a route marker when you're plodding along the swamp trails.

## 1.L: JETTY BRIDGE

(LAT 02 / LONG 04)

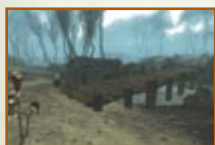


- Threat Level: 2
- Faction: Swampfolk

A series of small ponds in this trail area has this small, low bridge connecting pathways. To the north is a trail junction with a small straw doll marker, and another Jetty Bridge [1.M]. To the south is a discarded shopping trolley and trunk.

## 1.M: JETTY BRIDGE (BARRELS)

(LAT 02 / LONG 04)

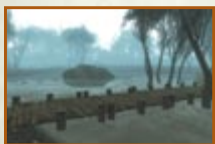


- Threat Level: 2
- Faction: Swampfolk
- Low Radiation

This bridge connects the path junction that leads south to the Jetty Bridge [1.L], and east to another Jetty Bridge [1.N]. There are radiation barrels by the junction where the straw dolls marker is.

## 1.N: JETTY BRIDGE

(LAT 03 / LONG 04)

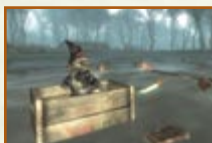


- Threat Level: 2
- Faction: Swampfolk

This bridge lies in the middle of one of the east-west trails that stretches from the Trapper's Shack [1.05] to the Sacred Bog Entrance [1.01]. Follow this trail and the bridge across a large pond to easily reach either destination.

## 1.O: THE FLOATING GNOME

(LAT 04 / LONG 04)



- Threat Level: 3
- Faction: Swampfolk
- Low Radiation
- Interior Exploration

Gnomes seem to be taking on some increasingly strange guises. This one is floating on a crate in the middle of a pond. The "pond" is actually a giant Flooded Sinkhole [1.06] with some major items to discover if you swim down. Check the Primary Location for more information.

## 1.P: RUNDOWN SHACK

(LAT 01 / LONG 06)



- Threat Level: 2
- Faction: Swampfolk

With Blackhall Manor's ominous widow's walk visible in the distance [1.02], you can investigate this rarely visited area. Two skeletons lie inside a rusting shack, near some ruined books and a Teddy Bear. Evidence of Swampfolk fetishes can be spotted (straw dolls and bone totems).

## 1.Q: DEARLY DEPARTED

(LAT 01 / LONG 05)



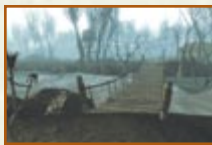
- Threat Level: 2
- Faction: Swampfolk
- Interior Exploration

A lonely grave reveals evidence of two things: that Wild Punga grows anywhere, and (if you check the burial mound) that some Confederate soldiers are buried here. Items found here usually include the following:

- Confederate Hat
- Yeast
- Hunting Rifle
- Wild Punga

## 1.R: GROWER'S RICKETY BRIDGE

(LAT 02 / LONG 05)



- Threat Level: 4
- Faction: Swampfolk

Part of the main winding trail, this leads north toward the Sacred Bog but is adjacent to the shack sharing its name. Beware of Swampfolk!

## 1.S: STRAW DOLL RICKETY BRIDGE

(LAT 03 / LONG 05)



- Threat Level: 4
- Faction: Swampfolk

The numerous hanging dolls and bone totems should give you some idea that you're approaching a Swampfolk stronghold. Just west of here is the Grower's Shack [1.03]

- Wild Punga

## 1.T: PONDERER'S LOG

(LAT 04 / LONG 05)



- Threat Level: 3
- Faction: Swampfolk

Along the winding trail that leads to and from the Grower's Shack [1.03] is a log you can sit down to rest on. There's a nearby bone totem, and a Carton of Cigarettes by the log itself.

- Wild Punga
- Carton of Cigarettes

## 1.U: PARENT'S HOUSE

(LAT 05 / LONG 05)



- Threat Level: 3
- Faction: Swampfolk
- Sleep Mattress

Aside from the inbred welcoming committee, there's little to entice you in the building adjacent to the Lil' Tyke Playhouse, although there are Punga plants around the perimeter and a dirty mattress to rest on.

- Wild Punga

## 1.V: JETTY BRIDGE (BARRELS)

(LAT 04 / LONG 06)



- Threat Level: 3
- Faction: Swampfolk
- Low Radiation

Close to a crop of Wild Punga and among the bullrushes is a wooden jetty bridge with radioactive barrels under it. This is a good route marker to remember when you're traversing the main trail. Head southwest, and you can see the looming shadow of Blackhall Manor [1.02].

- Wild Punga

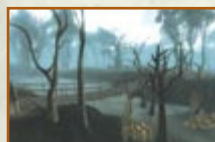
### 1.W: RICKETY BRIDGE (LAT 04 / LONG 07)



- Threat Level: 2
- Faction: Swampfolk

Crossing a large swampy pool, this bridge allows you to access the start of the northwestern swamp trails. Continue on the trail south of the bridge, heading west, and you'll reach Blackhall Manor [1.02]. Head north, and you'll encounter some straw doll fetishes, warning you who rules this marshy hellhole.

### 1.X: RICKETY BRIDGE (CLUTCHES) (LAT 05 / LONG 06)



- Threat Level: 2
- Faction: Swampfolk

Another bridge allowing access across a pond along the swamp trail, this has two clutches of some new and disgusting fungi. It is close to a T-junction where the trails meet by a large dead tree surrounding by Punga plants.

- Wild Punga

### 1.Y: RICKETY BRIDGE (LAT 05 / LONG 07)



- Threat Level: 3
- Faction: Swampfolk

This is the other bridge that begins your access to the northwestern swamp trails. South is some Wild Punga and a path straight into Point Lookout itself. North is a trail junction leading to a clearing with Swampfolk and an overturned shopping trolley full of gore. The trail continues north to the Rusting Caravan [2.S].

- Wild Punga

## Zone 2: Northern Marshes

### TOPOGRAPHICAL OVERVIEW

Not quite as wet as the northwestern swamplands, the wilderness to the north of Point Lookout Township is still a dank and dangerous place. Although Ghouls roam the northern parts, sometimes battling the robotic guardians of the Turtledove Detention Camp (the largest Primary Location in this zone), the main swampland is wooded, and the realm of the Swampfolk. When you're not battling inbred yokels, you'll be looking at their strange totems and doll fetishes, finding a hidden route into the Detention Camp, exploring a wrecked truck, and dealing with Smugglers on the western road. There's even an old Moonshiner's Shack with a lady named Marguerite inside, and you can to help her brew a strange concoction. This area doesn't have a trail, so follow the path of the river, or note the Secondary Locations so you don't get lost. Don't forget to check out Haley's Hardware too; Haley's the most skilled Repairer in Point Lookout.

### PRIMARY LOCATIONS

- 2.08: Trash Heap (LAT 06/LONG 03)
- 2.09: Marguerite's Shack (LAT 08/LONG 04)
- 2.10: Turtledove Detention Camp (LAT 09/LONG 01)
- 2.11: Haley's Hardware (LAT 09/LONG 07)
- 2.12: Truck Wreckage (LAT 10/LONG 02)

### SECONDARY LOCATIONS

- 2.A: Excavated Muck Hole and Gas Shack (LAT 06/LONG 01)
- 2.B: Submerged Boxes (LAT 06/LONG 02)
- 2.C: Swamp Gas Pools (LAT 06/LONG 01)
- 2.D: Detention Camp Perimeter Sign (LAT 07/LONG 01)
- 2.E: Sewer Entrance to Septic Tunnel Access (LAT 07/LONG 02)
- 2.F: Detention Camp Perimeter Sign and Coffin Swamp (LAT 07/LONG 02)
- 2.G: Detention Camp Perimeter Sign (LAT 08/LONG 02)
- 2.H: Detention Camp Perimeter Sign (LAT 10/LONG 02)
- 2.I: Detention Camp Perimeter Sign (LAT 10/LONG 01)
- 2.J: Ark & Dove Cathedral Sign (LAT 11/LONG 02)
- 2.K: Rusting Car (LAT 07/LONG 04)
- 2.L: Dearly Departed (LAT 08/LONG 03)
- 2.M: Earthen Closet Outhouse (LAT 09/LONG 04)
- 2.N: Smugglers' Camp (LAT 10/LONG 03)
- 2.O: Swamp Trail (Start) (LAT 10/LONG 04)
- 2.P: Ark & Dove Cathedral Sign (LAT 10/LONG 04)
- 2.Q: Smugglers' Road Block (LAT 10/LONG 03)
- 2.R: Ladder to Miner's Rest (Kenny's Mine) (LAT 11/LONG 04)
- 2.S: Rickety Bridge (Flooded) (LAT 06/LONG 06)
- 2.T: Rusting Caravan (LAT 06/LONG 06)
- 2.U: Picnic Table Vista (LAT 06/LONG 07)
- 2.V: Ghoul-Infested Excavated Muck Hole (LAT 06/LONG 05)
- 2.W: Dearly Departed (LAT 07/LONG 05)
- 2.X: Swamp Gas Pool (LAT 07/LONG 06)
- 2.Y: Swamp Gas Pool (LAT 07/LONG 06)
- 2.Z: "Help Us" Covered Bridge (LAT 08/LONG 06)
- 2.AA: Town Outskirts T-Junction (LAT 08/LONG 07)
- 2.BB: Creeper's Fishing Spot (LAT 10/LONG 06)



#### Note

The map for the following locations appears on page 660.



## Primary Locations

### 2.08: TRASH HEAP

(LAT 06 / LONG 03)



- Threat Level: 3
- Factions: Ghouls, Swampfolk
- Danger: Low Radiation
- Collectible: Mini-Nuke
- Guns and Ammunition
- Health and Chems
- Highly Visible Landmark

The Swampfolk deposit potentially harmful debris in this Trash Heap, located near the northwestern edge of the swampland. A local landmark, this is mainly used as a geographical reference when you're traversing this region. However, this mound of rubble, radioactive barrels, and rusting vehicles holds some secrets. Head around to the southern edge, near the water and bullrushes, and face north. There should be a safe in front of you, First Aid, and at the top near the bed frame, there's an open safe with a Mini-Nuke in it, near a Bag of Yeast and two Ammo Boxes. Continue down the other side of the heap for a third safe, and more First Aid hidden in the grass near a Cherry Bomb.

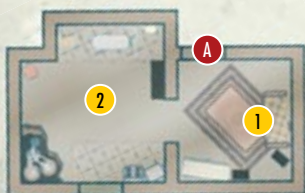
- Trash Safe Items (2)
- Mini-Nuke (84/92)
- First Aid Box (2)
- Ammunition Box (2)
- Cherry Bomb

### 2.09: MARGUERITE'S SHACK

(LAT 08 / LONG 04)



- Miscellaneous Quest: A Spoonful of Whiskey
- Threat Level: 5
- Faction: Swampfolk
- Danger: Low Radiation
- Interior Exploration
- Lots o' Caps
- Inhabitant: Marguerite



Marguerite's Shack is deep in the Swampfolk's woodland, on the riverbank. It's highly dangerous: Swampfolk patrol the exterior property, which features the odd Bear Trap. This yard is festooned with straw dolls and bone totems. There's some Beer by the rocking chair on the riverside stoop. Enter the shack via the Storm Door to Moonshiner Shack.

#### A Door to Point Lookout

##### 1 Marguerite's Room

Marguerite is faking an illness on the bed. Don't accidentally shoot her; she's less demented than her cousins outside. Complete **Miscellaneous Quest: A Spoonful of Whiskey** to access her Moonshine.

- Beer
- Moonshine

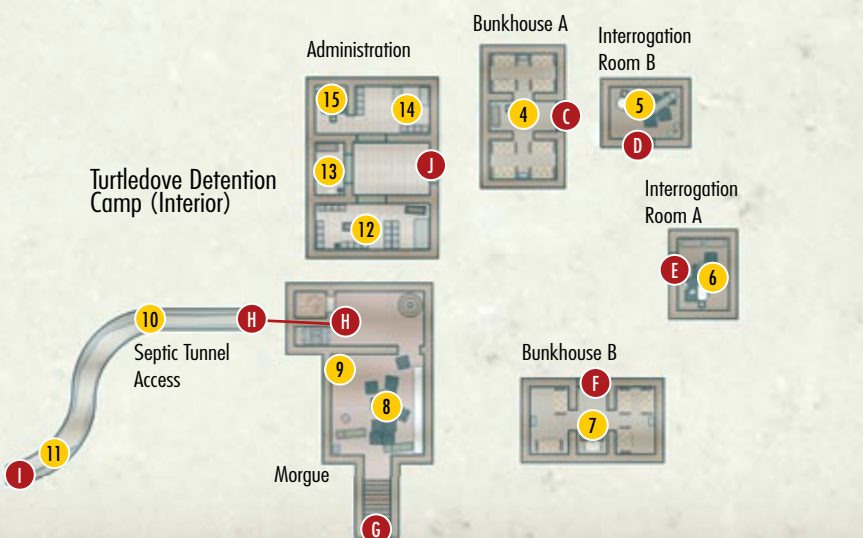
##### 2 Moonshine Still

This moonshine still isn't functioning properly, but you can Repair it and receive Caps for your prowess. There's a small kitchen with Food and Alcohol, but all must be stolen if Marguerite is alive.

- Food and Alcohol
- Moonshine

### 2.10: TURTLEDOVE DETENTION CAMP

(LAT 09 / LONG 01)



- Miscellaneous Quest: The Velvet Curtain
- Threat Level: 4
- Faction: U.S. Army
- Collectible: Mini-Nuke
- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Sleep Mattress
- Underground Connection

This lonely detention camp on the northern border of this zone was once used by the U.S. military to "detain" those suspected of being Chinese espionage agents, and a fair amount of interrogation work occurred here. Robotic guards, usually Robobrain, Mister Gutsy models, and Sentry Bots, still patrol the exterior courtyard, and can be attacked or coaxed into a battle with nearby Ghouls. Evidence of torture, detailed administrative information, and a secret sewer pipe to an exit out in the swamps are all available to those who infiltrate this military stronghold.

#### A Camp Gates

#### B Access Gap in Fence

##### 1 Escaping Gas Pool

##### 2 Outhouse

##### 3 Northeast Watchtower

- Ammunition Box (3)

#### C Storm Door to Bunkhouse A

##### 4 Bunkhouse A Interior

This consists of bunk beds you can sleep on.

- First Aid Box
- Stealth Boy
- Footlocker and Cherry Bombs (2)

#### D Storm Door to Interrogation Room B

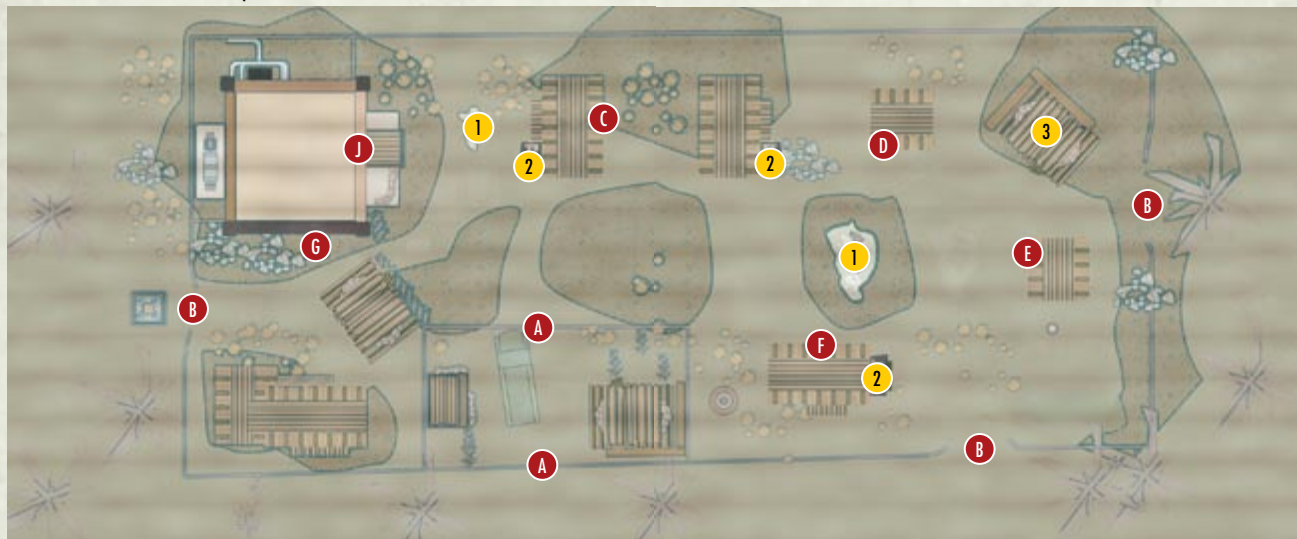
##### 5 Interrogation Room B Interior

A slumped skeleton on a gurney, and bright interrogation lights.

- Moonshine
- Stimpak and Mentats



### Turtledove Detention Camp (Exterior)



#### **E** Storm Door to Interrogation Room A

#### **6** Interrogation Room A Interior

A large transistor and interrogation lighting.

- Fission Battery
- Stimpak

#### **F** Storm Door to Bunkhouse B

#### **7** Bunkhouse B Interior

Ransacked bunk beds and scattered skeletons.

- Confederate Hat
- Footlocker

### MORGUE

#### **6** Shack Door to Morgue

#### **8** Skeleton on Gurney

- Stimpak (3)
- RadAway

#### **9** Remains Locker

This bank of lockers holds some skeletons of the ancient dead. A few lockers hold remains:

- » TD-0831: Cheng, A
- » TD-0204: Shen, Mei
- » TD-0181: Yang, Wan: This locker holds the remains of a Chinese Spy pertinent to **Miscellaneous Quest: The Velvet Curtain**. You can extract a tooth from the skeletal corpse, but only after realizing it is there, during the quest.

#### **H** Crematorium and Manhole to Septic Tunnel Access

Activate the switch to turn the crematorium off and on.

- Rad-X (2)
- Fission Battery
- Stimpak (2)

### SEPTIC TUNNEL ACCESS

#### **H** Grate to Morgue

#### **10** Personal Footlocker

- Footlocker Items

#### **11** First Aid Box

- First Aid Box

#### **I** Grate to Point Lookout

This leads to [2.E] Sewer Entrance to Septic Tunnel Access (LAT 07/LONG 02), and can be accessed at either side.

### ADMINISTRATION BUILDING

#### **J** Door to Administration

#### **12** Weapons Storage

- Assault Rifle (2)
- .308 Caliber Rounds (24)
- Sniper Rifle
- Ammunition Box (4)
- First Aid Box (3)
- Frag Grenade (4)
- 10mm Pistol
- Mini-Nuke (85/92)

#### **13** Restroom

- 10mm Pistol
- Assault Rifle
- Psycho

#### **14** Office

- Fission Battery

#### **15** Administrator's Office

Head northwest to the administrator's cubicle, and check out the terminal for information relevant to **Miscellaneous Quest: The Velvet Curtain**.

- Combat Armor and Helmet
- .44 Scoped Magnum and
- Ammo
- Ammunition Box (2)

- Freeform Quest: The Seafarer's Friend
- Threat Level: 2
- Faction: Swampfolk
- Services: Repairer
- Guns and Ammunition

- Health and Chems
- Interior Exploration
- Lots o' Caps
- Work Bench
- Inhabitant: Haley

Haley's Hardware is a small, one-story shack on the northern outskirts of Point Lookout Township, and northwest of the eldritch torment of the Ritual Site [5.25]. It is run by Haley the merchant, a man with a unique-looking jumpsuit (which you'll have to pry off his corpse). The hardware store itself is on the road that runs from the T-junction [2.AA] around and south of the Ritual Site. There's apparently a big sale on, if the signs are to be believed.

A fearsome enlarged Gnome guards the entrance door, and you can take various items without stealing them, before heading inside. These include a Holotape Note, giving information on a Wrecked Truck [2.12] to the north, which is helpful during **Freeform Quest: The Seafarer's Friend**.

- Damaged Garden Gnome (3)
- Shovel (2)
- Sledgehammer (2)
- Buffout (3)
- Holotape Note
- BB Gun and Ammo
- Switchblade (2)
- Tire Iron (3)
- Fission Battery (3)
- Railway Spikes (29)

## 2.11: HALEY'S HARDWARE

(LAT 09 / LONG 07)





## A Storm Door to Point Lookout

### 1 Store Floor

Haley is always in here. You can purchase a wide variety of junk, Ammo, Health, and other items of interest. He can Repair any items you wish. This store has enough junk inside and out to build a number of Custom Weapons, and there's a Work Bench in here to help, assuming you have the Schematics. Slay Haley (the best Repairer in Point Lookout), and you have access to the following items:

- Work Bench
- Haley's Inventory Key
- Handyman Jumpsuit (117/152)
- Roving Trader Hat
- Safe Items
- Haley's Inventory
- Confederate Hat (2)

## 2.12: TRUCK WRECKAGE (LAT 10 / LONG 02)



- Freeform Quest: The Seafarer's Friend
- Threat Level: 3
- Faction: Smugglers
- Rare or Powerful Item

Guarded by a couple of Smugglers who like to use Grenades, this abandoned truck is referenced in a Holotape Note found in two places: Haley's Hardware store [2.11], and a table at the top of Point Lookout Lighthouse [6.29]. Once you head into the back of the container, ignoring the creepy doll heads, there's little to take except a single, intact Lighthouse Bulb.

- Lighthouse Bulb

## Secondary Locations

### 2.A: EXCAVATED MUCK HOLE AND GAS SHACK (LAT 06 / LONG 01)



- Miscellaneous Quest: An Antique Land
- Threat Level: 3
- Faction: Ghouls
- Low Radiation
- Gas Leak
- Guns and Ammunition

A large collection of bubbling swamp gas pools along with a tumbledown shack is lightly patrolled by Ghouls, so expect combat with them before searching the area, which is devoid of items. Continue your expedition by heading down the Ladder to Excavated Muck Hole, where you find a Holotape that helps you in a Miscellaneous Quest.

## A Ladder to Point Lookout

### 1 Bysse Company Terminal

Beware of escaping gas; do not use firearms unless you want to be caught in the explosion. The skeleton of a company intern lies in pieces down here, along with the following equipment:

- Holotape: Soil Survey Tape 01
- Bio-Gas Canister (2)
- Fission Battery
- Advanced Radiation Suit



Muck Hole

### 2.B: SUBMERGED BOXES (LAT 06 / LONG 02)



- Threat Level: 1
- Low Radiation

Three empty crates lie half-submerged in water on the outskirts of the Trash Heap [2.08]. They don't contain anything, but it's worth remembering that you can't store items in empty containers if you're over-encumbered, because they've been stolen by the time you return to them. Sell them, leave them in your house, or drop them instead.

### 2.C: SWAMP GAS POOLS (LAT 06 / LONG 01)



- Threat Level: 3
- Faction: Ghouls
- Low Radiation

Use the sound of the two bubbling pools here as an audible clue that you're close to the northern border of this zone.

### 2.D: DETENTION CAMP PERIMETER SIGN (LAT 07 / LONG 01)



- Threat Level: 2
- Faction: Ghouls
- Low Radiation

This is one of the boundary markers letting you know you're close to the Turtledove Detention Camp [2.10].

### 2.E: SEWER ENTRANCE TO SEPTIC TUNNEL ACCESS (LAT 07 / LONG 02)



- Threat Level: 3
- Faction: Ghouls
- Guns and Ammunition
- Health and Chems
- Underground Connection

Close to a low thicket of scrub and a low road sign is the Sewer Entrance to Septic Tunnel Access. The map for the Sewer Tunnel [U2.10B] is covered in the section on Turtledove Detention Camp [2.10]. Use this exit to come and go into the camp's morgue without being seen by the robots patrolling the camp's main yard. By the manhole cover you'll find the following:

- Ammunition Box (2)
- First Aid Box (2)

### 2.F: DETENTION CAMP PERIMETER SIGN AND COFFIN SWAMP (LAT 07 / LONG 02)



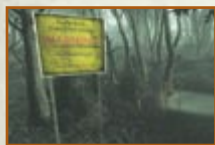
- Threat Level: 2
- Faction: Swampfolk
- Low Radiation

This is one of the boundary markers letting you know you're close to the Turtledove Detention Camp [2.10]. The sign reads "Warning: Military Clearance Alpha: Trespassers will be shot." Take no notice; the military perished here a couple of centuries ago. Trace a line between here and 2.D to see the camp's other perimeter signs. Floating (and empty) coffins in the water nearby suggest that someone has been robbing graves.

- Wild Punga



### 2.G: DETENTION CAMP PERIMETER SIGN (LAT 08 / LONG 02)



- Threat Level: 2
- Faction: Ghouls
- Rare or Powerful Item

This is one of the boundary markers letting you know you're close to the Turtledove Detention Camp [2.10]. Trace a line to 2.D and 2.E for a clearer view of the perimeter. This is also on the main trail that goes southwest from the camp, then southeast, right into Point Lookout Township. Before you leave this area, head west from the sign, and peer over the scrub bushes to a small crate with a Hockey Mask and a unique Toy Knife: the perfect accompaniment to a Pint-Sized Slasher Mask you might find!

- Hockey Mask
- Toy Knife (118/152)

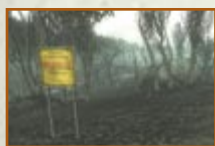
### 2.H: DETENTION CAMP PERIMETER SIGN (LAT 10 / LONG 02)



- Threat Level: 2
- Faction: Ghouls

This is one of the boundary markers letting you know you're close to the Turtledove Detention Camp [2.10]. You can now see the different signs and perimeter; robot defenders at the camp don't follow you past these points. This sign is off the road, near the Truck Wreckage [2.12]

### 2.I: DETENTION CAMP PERIMETER SIGN (LAT 10 / LONG 01)



- Threat Level: 3
- Faction: Ghouls

This is the last of the boundary markers letting you know you're close to the Turtledove Detention Camp [2.10]. You can now join points 2.C, 2.D, 2.F, 2.G, 2.H, and 2.I to see just where the perimeter is. Look west, and you can see a gap in the western perimeter fence.

### 2.J: ARK & DOVE CATHEDRAL SIGN (LAT 11 / LONG 02)



- Threat Level: 3
- Faction: Ghouls

Just above the switchback in the main road that runs from Point Lookout Township all the way to the Ark & Dove Cathedral, there's a sign prompting you that you're nearing the cathedral, which you can see through the mists at the top of the hill. Beware of Ghouls!

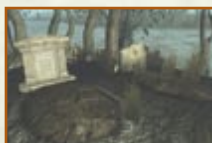
### 2.K: RUSTING CAR (LAT 07 / LONG 04)



- Threat Level: 2
- Faction: Swampfolk
- Low Radiation

A rusting car with a steel gauge assembly on its roof slowly disintegrates at the bend in the river. Use this to orient yourself. This is the western edge of the more forested part of this zone, and to the west lies more open marshland.

### 2.L: DEARLY DEPARTED (LAT 08 / LONG 03)



- Threat Level: 2
- Faction: Swampfolk
- Low Radiation
- Guns and Ammunition

Two graves lie in the middle of this swamp, and this is a route marker to find if you're taking a direct path from the Ark & Dove Cathedral [3.13] to the Sacred Bog Entrance [1.01] during **Main Quest: Walking with Spirits**. This is purely optional, however. Check the graves; there's a Shovel propped up by one, and both contain some random equipment, including these possible items:

- Confederate Hat
- Hunting Rifle

### 2.M: EARTHEN CLOSET OUTHOUSE (LAT 09 / LONG 04)



- Threat Level: 3
- Faction: Swampfolk

Marking the eastern perimeter of Marguerite's Shack [2.09], this outhouse is surrounded by junk, including the obligatory car on bricks. Expect Swampfolk to attack from the shack to the west.

### 2.N: SMUGGLERS' CAMP (LAT 10 / LONG 03)



- Threat Level: 4
- Factions: Ghouls, Smugglers
- Guns and Ammunition
- Health and Chems

Northwest and down the hill from the Roadblock [2.Q] these three Smugglers have erected is their camp itself. It isn't much, but at least they've got a fire going. Deal with the Smugglers, then inspect the camp and make off with whatever you need:

- Assorted Alcohol (15)
- Ammunition Box (4)

### 2.O: SWAMP TRAIL (START) (LAT 10 / LONG 04)



- Threat Level: 3
- Factions: Ghouls, Smugglers, Swampfolk

This is the junction where the main road that loops around to the cathedral splits up, and a walking trail through the swamps begins. This runs almost directly northwest, then north to the Turtledove Detention Camp [2.10]. Expect Smugglers to the north, Swampfolk to the east, and Ghouls to the west. There are no items of note here.

### 2.P: ARK & DOVE CATHEDRAL SIGN (LAT 10 / LONG 04)



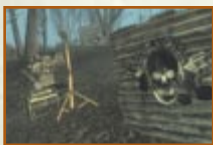
- Threat Level: 3
- Factions: Ghouls, Smugglers

Just past the speed limit sign and the left turning for the trail leading to the Turtledove Detention Camp [2.10], there's a sign telling you you're on the right path to reach the Ark & Dove Cathedral [3.13]. Of course, you aren't using a vehicle, so you can simply head west up the hill. Scavenge the area for a Teddy, and watch out for Smugglers.



## 2.Q: SMUGGLERS' ROADBLOCK

(LAT 10 / LONG 03)



- Threat Level: 4
- Factions: Ghouls, Smugglers
- Guns and Ammunition

The sign of the skull and crossed weapons is a signal Smugglers are about, and they have blocked this road, killing anyone passing and bringing them into their camp [2.N], which is where most of the fighting takes place. Expect some pitched battles between Smugglers and Ghouls in this area. Finish off any stragglers. Check the skeletons for items.

- Double-Barrel Shotgun
- Lever-Action Rifle
- Axe
- Ammunition Box

## 2.R: LADDER TO MINER'S REST (KENNY'S MINE)

(LAT 11 / LONG 04)



- Threat Level: 2
- Faction: Ghouls
- Underground Connection

This pile of black igneous rock is halfway down cathedral hill and offers great views of the marshland, if you can see it through the fog. At the beginning of your exploration, the ladder down to Miner's Rest is sealed and cannot be entered. However, if you complete **Freeform Quest: Latchkey Kenny**, you can use this exit, and come and go to the Herzog Mine (which Miner's Rest is part of) via this secondary entrance. For maps of the underground area accessed from here, check the entry for Herzog Mine [3.15].

## 2.S: RICKETY BRIDGE (FLOODED)

(LAT 06 / LONG 06)



- Threat Level: 3
- Faction: Swampfolk
- Low Radiation

Expect some rough combat with the local yokels just south of this bridge, which leads to the Rusting Caravan, before the trail goes cold.

- Wild Punga

## 2.T: RUSTING CARAVAN

(LAT 06 / LONG 06)



- Threat Level: 2
- Faction: Swampfolk
- Sleep Mattress

As you traverse the Rickety Bridge and trails along the western edge of Zone 1, you can see this rusting caravan, with a skeletal occupant and a mattress. Use this as a small landmark so you remember how far you need to go to reach Point Lookout while on your travels.

## 2.U: PICNIC TABLE VISTA

(LAT 06 / LONG 07)



- Threat Level: 1
- Faction: Swampfolk
- Highly Visible Landmark

If you stand on the rocks adjacent to this river-side picnic table, you can see almost every part of Point Lookout on the horizon, from Blackhall Manor [1.02] to the west, the Ark & Dove Cathedral [3.13] on the hill to the northeast, and a glimpse of the Calvert Mansion [6.28] and Point Lookout Lighthouse [6.29] through the trees to the southeast. This rock is a great place to fend off attackers, too! Grab the goods from the table:

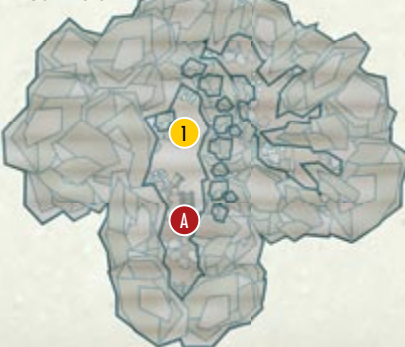
## 2.V: GHOUL-INFESTED EXCAVATED MUCK HOLE

(LAT 06 / LONG 05)



- Miscellaneous Quest: An Antique Land
- Threat Level: 3
- Faction: Ghouls
- Low Radiation
- Gas Leak
- Interior Exploration

Muck Hole



On the flat marshland to the west of the forested area are a number of Ghouls that bathe and breathe in the escaping gas of the swamp pools. This area was once excavated, and a subterranean area is still accessible for part of **Miscellaneous Quest: An Antique Land**. There's little except muck holes and pools on the surface. Enter the Ladder to Excavated Muck Hole.

### A Ladder to Point Lookout

#### 1 Ladder to Point Lookout

Beware of escaping gas! Holster firearms, and inspect the table near the skeletons of the Bysse Company's interns. Find the following here:

- Fission Battery
- Footlocker Items
- Holotape: Soil Survey
- Tape 02

## 2.W: DEARLY DEPARTED

(LAT 07 / LONG 05)



- Threat Level: 2
- Faction: Swampfolk

Three headstones (but only two graves) lie in the middle of this swamp; could they be from the Civil War? Check the graves; there's a Shovel propped up by one, and both contain some random equipment, including these possible items:

- Double-Barrel Shotgun
- Yeast

## 2.X: SWAMP GAS POOL

(LAT 07 / LONG 06)



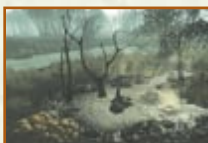
- Threat Level: 2
- Faction: Swampfolk
- Low Radiation

Another small gaseous pool produces bursting bubbles. Listen for it if you decide to go off the trail and into the wilds of the main swamp.

- Wild Punga

## 2.Y: SWAMP GAS POOL

(LAT 07 / LONG 06)



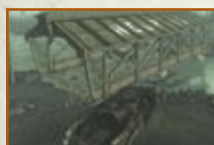
- Threat Level: 2
- Low Radiation

The greasy, plopping sound of escaping gas bubbles alerts you of this swamp gas pool. Watch the bubbles bounce around and pop on your way to or from the Covered Bridge.



### 2.Z: "HELP US" COVERED BRIDGE

(LAT 08 / LONG 06)



- Threat Level: 2
- Faction: Swampfolk
- Guns and Ammunition
- Health and Chems
- Sleep Mattress
- Highly Visible Landmark

Some hapless soul has painted the roof of one of Maryland's famous covered bridges with the words "Help Us." This landmark basically shows where the township of Point Lookout, beach, and ocean begins (south of here), and the swampland (to the north) ends. Check the bridge for a few supplies:

- First Aid Box (2)
- Whiskey and Chems
- Ammunition Box (2)
- Wild Punga Fruit

### 2.AA: TOWN OUT-SKIRTS T-JUNCTION

(LAT 08 / LONG 07)



- Threat Level: 2
- Faction: Swampfolk

This junction allows you to stay on the beaten track instead of wandering off to your doom. You can head east, around past Haley's Hardware [2.11], south into town, or north along the main road to the cathedral.

### 2.BB: CREEPER'S FISHING SPOT

(LAT 10 / LONG 06)



- Threat Level: 3
- Faction: Swampfolk
- Low Radiation
- Guns and Ammunition

A perfect place to sit, fish, shoot, and think about an unholy union with your cousin, this is usually populated by two Swampfolk. When they've bumbled their last whoop and holler, check the end of the jetty. Aside from the super-cute Teddy fisherman, there's a Rifle and Ammo under the chair

- Lever-Action Rifle and Ammo

## Zone 3: The Shrouded Promontory

### TOPOGRAPHICAL OVERVIEW

One landmark dominates the skyline and the top of this rugged cliff-top promontory: the Ark & Dove Cathedral, which is the hub and hallowed grounds of the local Tribals. Aside from the cathedral, there's the adjacent resting grounds where Ghouls roam, and ancient citizens suffer even after death as their coffins slowly fall down into a large Sea Cave below, accessed via a Wrecked Seatub (assuming you have the key). Along the south and east sections of coastline, find a couple of key locations once you've massacred the Mirelurks. The not-quite-abandoned Herzog Mine is home to a particularly wily new friend, while Tobar's recommendation, a Ghoul named Plik, runs a special hunting club for high rollers. You can even try a spot of archaeology; rumor has it there's a *T. rex* skeleton hidden somewhere in this zone!



*Note*

The map for the following locations appears on page 660.

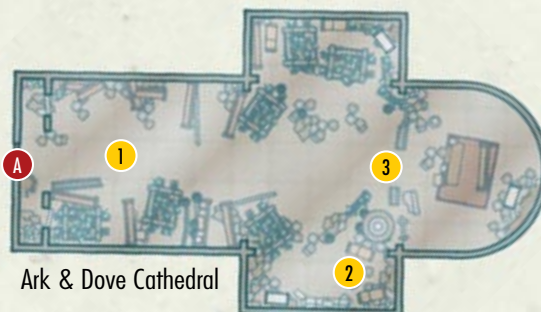
### PRIMARY LOCATIONS

- 3.13: The Ark & Dove Cathedral (LAT 12/LONG 03)
- 3.14: Ark & Dove Resting Grounds (LAT 13/LONG 01)
- 3.15: Herzog Mine (LAT 13/LONG 05)
- 3.16: Wrecked Seatub (LAT 15/LONG 02)
- 3.17: Coastal Grotto (LAT 16/LONG 03)

### SECONDARY LOCATIONS

- 3.A: The Unlucky Adventurer (LAT 16/LONG 01)
- 3.B: Egg Clutch Rock (LAT 16/LONG 01)
- 3.C: Ark & Dove Well (LAT 13/LONG 03)
- 3.D: Lookout Spot (LAT 14/LONG 03)
- 3.E: The Rugged Rocks (LAT 16/LONG 03)
- 3.F: Sunken Treasure Buoy (LAT 17/LONG 03)
- 3.G: Dead Man's Plank (LAT 13/LONG 05)
- 3.H: Sunken Treasure Buoy (LAT 16/LONG 05)
- 3.I: The Jagged Rocks (rusting speedboat) (LAT 14/LONG 06)
- 3.J: The Jagged Rocks (rusting boat) (LAT 15/LONG 07)
- 3.K: Sunken Treasure Buoy (LAT 16/LONG 07)

### Primary Locations





### 3.13: THE ARK & DOVE CATHEDRAL

(LAT 12 / LONG 03)



- Main Quest: Walking with Spirits
- Main Quest: Hearing Voices
- Freeform Quest: Tailing the Tomboy
- Threat Level: 2
- Faction: Tribals
- Area Is Locked
- Guns and Ammunition
- Health and Chems
- Highly Visible Landmark
- Interior Exploration
- Sleep Mattress
- Rare or Powerful Item
- Inhabitants: Croatoa, Jimson, Nadine

This cathedral, named after the two sailing ships landing in Maryland to establish the English colony in 1633, is now the main hideout for the Tribals, a cult group that believes in the power of the Punga plant. They are generally docile, unless their leader—Professor Calvert—orders them to attack. The cathedral grounds and gate are inaccessible until you've completed the Ritual of Mother Punga, during **Main Quest: Walking with Spirits**. Beware of Ghouls in the entrance area, which features a sealed gate and an intercom you can use to question Jimson. Don't forget the Ark & Dove Well [3.C] if you need a quick entrance down into the Sea Cave [U3.16], but only after you've opened it from the underground.

Check to the right (southwest) of the main gate for a straw bed, Ammo, and Stimpaks on a tree stump.

- Ammunition Box (2)
- Wild Punga
- Stimpak (2)

Enter the walled garden between the perimeter wall and cathedral to pick a variety of Punga.

- Punga Fruit
- Wild Punga Fruit

#### A Doors to Point Lookout

##### 1 Conversation with Croatoa

- Fertilizer Shovel (119/152)

##### 2 Conversation with Nadine

You should ask Nadine to remove your scar, allowing you to wear headgear again. You also receive the Sea Cave Key from her, allowing you to enter via the rusting boat [3.16]. You can talk to her about matters concerning **Freeform Quest: Tailing the Tomboy**.

- Scar Removed
- Sea Cave Key

#### 3 Conversation with Jimson

Jimson makes little to no sense, so gather the items, including the masses of Punga Fruit.

- Yeast (3)
- Sack Items (7)
- Punga Fruit
- Health and Chems



### Caution

If you become violent toward Tribals later in the Main Quest, and then return here, you must fight the Cathedral's Tribals the moment you step through the doors.

### 3.14: ARK & DOVE RESTING GROUNDS

(LAT 13 / LONG 01)



- Threat Level: 5
- Factions: Ghouls, Smugglers

#### Herzog Mine



The final resting place of many ancient inhabitants of Point Lookout, this eerie and windswept place is also a highly dangerous because numerous Ghouls (including Reavers) wander this area. Wear the Ghoul Mask to prevent combat with them, and try to coax any nearby Smugglers into fighting the Ghouls, while you mop up the stragglers. Close to this cemetery is the Ark & Dove Well [3.C] leading down to the Sea Cave [U3.16]. Note that some of the coffins have fallen into the Sea Cave below.

- Wild Punga

### 3.15: HERZOG MINE

(LAT 13 / LONG 05)



- Freeform Quest: Latchkey Kenny
- Threat Level: 3
- Faction: Swampfolk
- Danger: Baseball Pitcher, Bear Trap, Grenade Bouquet, Low Radiation
- Guns and Ammunition
- Home Sweet Home
- Interior Exploration
- Underground Connection
- Inhabitant: Latchkey Kenny

The entrance to Herzog Mine is along the rocky cliffs under the Dead Man's Plank [3.G], and you can spot a mine cart near the partially hidden door. The door is accessible at any time.

#### HERZOG MINE

##### A Door to Point Lookout

##### 1 Slumped Skeleton

Sprawled near a lantern and a hammer. You can hear faint laughter from an unknown source.

##### 2 Mine Cart

Containing a skeleton with a Teddy Bear and Beer. Check the ground nearby for an Ammo Box.

- Ammunition Box



### 3 Doll Head Avalanche

### 4 Miner's Recreation Area

### 5 Mine Carts

Behind is metal shelving with Buffout on it. Nearby there are Ammo Boxes.

- Mine Box (2)

### 6 Kenny's Trap

Beware of Bear Traps as you enter this narrow passage, then the blinding flash of a camera followed by incoming baseballs—and Grenades!—from a pitching machine.

### 7 Miner's Nook

- Mine Box (2)

### 8 Creeper's Curiosity

A Creeper heads into some barrels and is blown into pieces.

### 9 Mine Cart

- Mine Box

### 10 Mining Tools

### B Door to Miner's Rest

## MINER'S REST

### B Door to Herzog Mine

### 11 Dead-End Pool

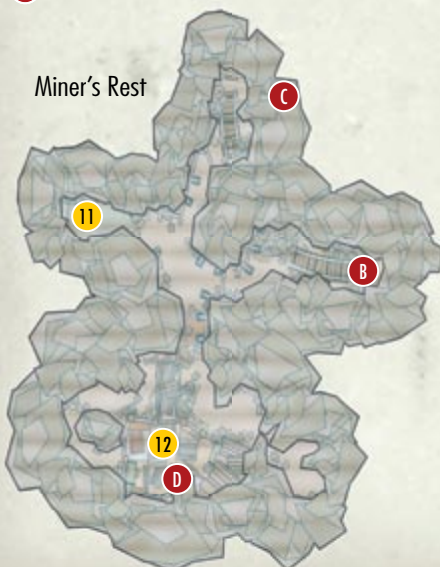
### C Door to Backdamp Shaft

### 12 Kenny's Cave House

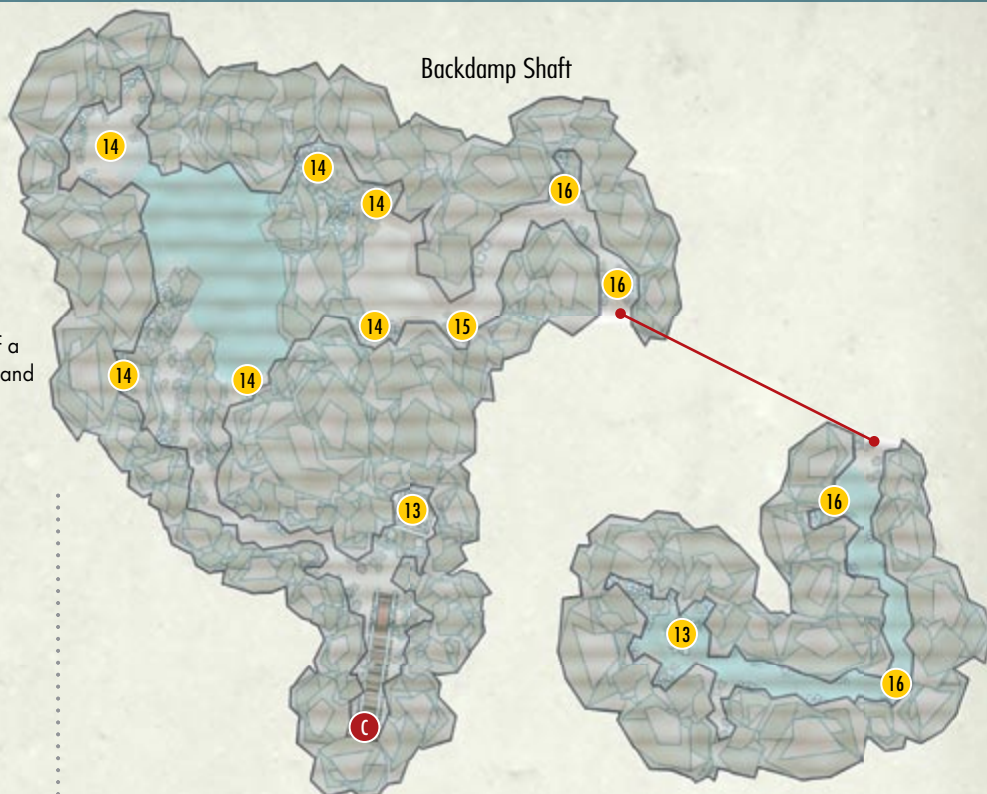
Here you meet Kenny, who is surprised you survived all of his traps. He asks you to find his Kenny Bear. If you bring this back to him, you can use the containers in this chamber to store any appropriated equipment. You can also access the Ladder to Point Lookout, a shortcut back down here, that leads up to Ladder to Miner's Rest (Kenny's Mine) [2.R]. You can steal two items of interest here, too:

- Yeast
- Pint-Sized Slasher Mask (120/152)

### D Ladder to Point Lookout



### Backdamp Shaft



## BACKDAMP SHAFT

### C Door to Miner's Rest

### 13 Mine Shaft to Kenny Bear

Beware of Swamplurks and Mirelurks throughout your investigation of this dangerous area. Drop down the shaft and risk crippling yourself, or move along the rocky path to reach this prize.

- Mining Tools (shaft hole)
- Kenny Bear

### 14 Mirelurk Egg Clutches

- Hatchling Mirelurk Meat

### 15 Hanging Herzog

Based on the tales Kenny is fond of, you surmise that this is the old owner of the mine, hanging from a noose near a fallen mine shaft where the skeletons of his workers can still be spotted.

- Pre-War Hat
- Moonshine
- Shovel

### 16 Mirelurk Egg Clutches

- Hatchling Mirelurk Meat

## 3.16: WRECKED SEATUB (LAT 15 / LONG 02)



- Main Quest: Hearing Voices
- Threat Level: 3
- Faction: Tribals
- Danger: Low Radiation
- Area Is Locked

- Guns and Ammunition
- Interior Exploration
- Sleep Mattress
- Underground Connection
- Inhabitants: Jackson, The Brain

The rusting shell of an old Seatub lies dashed against a rocky cove in a rarely visited area of coastline. Brave the elements, and periodic Mirelurk attacks, to reach this point. However, be sure you've secured the Sea Cave Key from Nadine in the Ark & Dove Cathedral [3.13] or you cannot enter the hatch on the Seatub itself. This leads to the Sea Cave.

## SEA CAVE

### A Door to Point Lookout

Look behind you; this is a hole from the underside of the Seatub you entered.

### 1 Submerged Safe

- Submerged Safe Items

### 2 Robber's Rowboat

Aside from the items found in the Rowboat, there are Egg Clutches dotted throughout this Sea Cave, containing Mirelurk Meat.

- Double-Barrel Shotgun and Ammo
- Hatchling Mirelurk Meat

### 3 Sea Cave Path

### 4 Hidden Cave

Dive off the path into this second lagoon, and keep heading down underwater, then turn south, and swim forward, head up and surface into a tiny hidden cave with a mattress and the following items:

- Carton of Cigarettes
- .32 Pistol and Ammo
- Chest Items



### 5 Watery Dead End

### 6 Two Sprawled Skeletons

### 7 Remains of the Confederacy

- Confederate Hat (3)
- Double-Barrel Shotgun

### 8 Coffin Grotto

The ground is littered with ancient skeletons and coffins that have fallen from the ceiling, which is actually the ground beneath the Ark & Dove Resting Grounds [3.14]. Scour the area for the following items:

- Coffin Items (5)
- Confederate Hat (4)
- Double-Barrel Shotgun (5)
- Wild Punga

### 9 Introduction to Jackson

You're likely to meet the "human" leader of the Tribals on this natural balcony overlooking the grotto. You can ask him about his religion and obtain more information about the Transcendent Master.

### 10 The Transcendent Master

A holographic projector attached to a portable generator offers the first chat with the real leader of the Tribals: a brain suspended in goo, of which this is a holographic projection. The brain in question belongs to Professor Calvert, who resides in his laboratory under Point Lookout Lighthouse [6.29].

### A Ladder to Point Lookout

This allows access up to the Ark & Dove Well [3.C] enabling you to return here from the cathedral grounds whenever you wish.

## 3.17: COASTAL GROTTA (LAT 16 / LONG 03)



- Threat Level: 5
- Faction: Ghouls
- Danger: Bear Trap
- Collectible: Mini-Nuke
- Area Is Locked
- Health and Chems
- Interior Exploration
- Lots o' Caps
- Perk!
- Rare or Powerful Item
- Inhabitants: Jacob Humboldt, Plik, Rip Smithy

The Coastal Grotto is difficult to navigate to due to the rough terrain, and it's best approached via a switchback path slightly northeast of the hatch door leading into the cliff itself. Inside, you enter a long natural rock corridor.

### A Door to Point Lookout

#### 1 Plik's Cell

You can't sleep on Plik's tidy bed, but you can ransack his cell for the following items, and a new perk when you read Plik's Journal:

- Caps
- Carton of Cigarettes
- First Aid Box

- Mini-Nuke (86/92)
- Plik's Journal
- Ghoul Ecology Perk

### 2 Plik

You can pay the Ghoul 1,000 Caps and enter Plik's Safari, or ask more about his Safari. You can also kill him after the Safari to get more than your Caps back. If you're pleasant instead, Plik rewards you with the Dismemberer after your first Safari, and will periodically re-open Safari registration to you for half price.

- Dismemberer
- 1,800 Caps

### B Door to Plik's Safari/Coastal Grotto

#### 3 Ghoul Incursion Point

#### 4 Safari Start Switch

Press this, and the game begins!

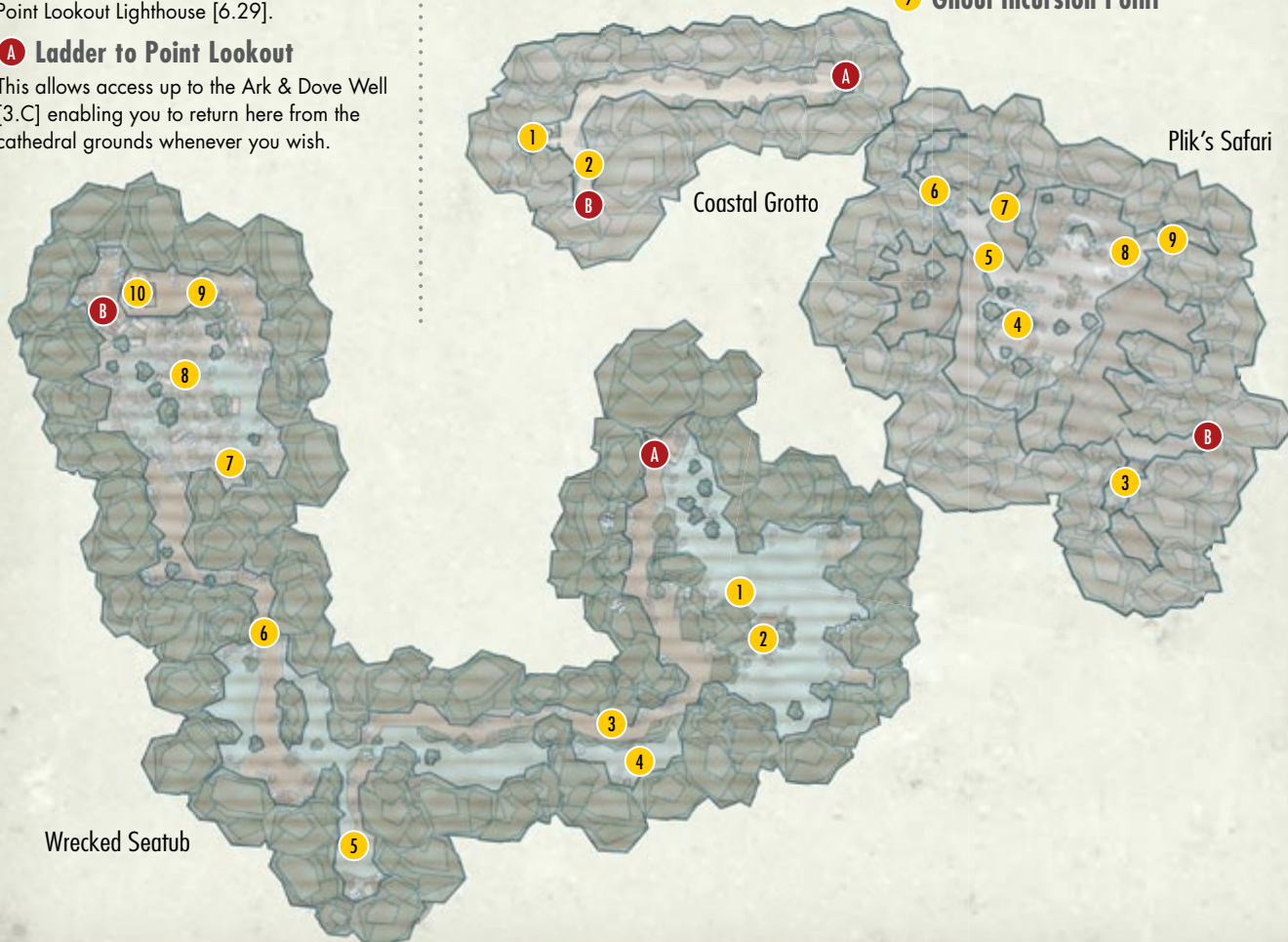
#### 5 Danger! Bear Traps!

#### 6 Ghoul Incursion Point

#### 7 Ghoul Incursion Point (Lower Level)

#### 8 Danger! Bear Traps!

#### 9 Ghoul Incursion Point





# Secondary Locations

## 3.A: THE UNLUCKY ADVENTURER

(LAT 16 / LONG 01)



- Threat Level: 1
- Faction: Ghouls
- Guns and Ammunition

Over on a windy bluff, with excellent views to the south of the Wrecked Seatub [3.16], an ancient adventurer has succumbed to the elements. He has a variety of items near his corpse. Head here from the Ark & Dove Resting Grounds [3.14].

- Psycho (3)
- .44 Scoped Magnum
- Frag Mine (2)
- Ammunition Box (2)
- Combat Knife

## 3.B: EGG CLUTCH ROCK

(LAT 16 / LONG 01)



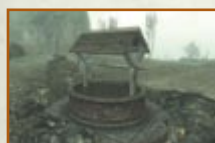
- Threat Level: 3
- Low Radiation
- Health and Chems

Half-submerged in the ocean, close to the Wrecked Seatub [3.16] is a favorite mating spot for Mirelurks, and you can combat them in the area. The rock itself is covered in Mirelurk Egg Clutches, which can be harvested for their delicious meat, a great source of Health.

- Hatchling Mirelurk Meat

## 3.C: ARK & DOVE WELL

(LAT 13 / LONG 03)



- Main Quest: Hearing Voices
- Threat Level: 3
- Faction: Ghouls
- Underground Connection

There's a small well at the southwestern end of the Ark & Dove Resting Grounds [3.14], with a sealed grating. It can only be accessed at the end of **Main Quest: Hearing Voices**, from the Sea Cave grotto down below (which is accessed at the Wrecked Seatub [3.16]), as an alternate exit. Be wary of Ghouls as you emerge. From this point you can return to the Sea Cave if you wish.

- Wild Punga

## 3.D: LOOKOUT SPOT

(LAT 14 / LONG 03)



- Threat Level: 3
- Faction: Ghouls

There's no better spot to sit and contemplate life as the sea mists roll in—once you've killed all the nearby Ghouls, of course. This is a bench and a small, rotting trellis. If you journey southeast from this point, you can find a steep trail down to the rocky shore, which is a short-cut to and from the cathedral promontory.

## 3.E: THE RUGGED ROCKS

(LAT 16 / LONG 03)



- Threat Level: 3
- Low Radiation

Due west of the Sunken Treasure Buoy [3.F] are a group of rugged rocks and a rusting speedboat. Learn how they lie in the water, so you know how far north along this coast you've come. If you're looking for the Coastal Grotto [3.17], you've come too far. Engage any Mirelurks you see and harvest a small clutch of meat.

- Hatchling Mirelurk Meat

## 3.F: SUNKEN TREASURE BUOY

(LAT 17 / LONG 03)



- Threat Level: 2
- Low Radiation
- Health and Chems
- Guns and Ammunition

Below the chiming buoy due east of the Rugged Rocks [3.E] is a shipwreck, and between the two halves of the vessel are half-embedded metal boxes, an empty footlocker, and the following items:

- First Aid Box
- Sea Safe Items

## 3.G: DEAD MAN'S PLANK

(LAT 13 / LONG 05)



- Main Quest: Walking with Spirits
- Threat Level: 1
- Faction: Smugglers

This series of wooden boards protruding from the top of the cliffs overlooking the Herzog Mine [3.15] is where a Smuggler pushes off a colleague as you approach this area for the first time (usually during the Main Quest). You can search the remains of the Smuggler once he falls; find bits of him near the mine entrance. Look carefully, and you'll find a Holotape confession of this man, called John Aldam.

- Holotape: Smuggler Confession

## 3.H: SUNKEN TREASURE BUOY

(LAT 16 / LONG 05)



- Threat Level: 2
- Low Radiation
- Guns and Ammunition

Dive below this buoy, and be ready to make a startling discovery; there's a partially visible *Tyrannosaurus rex* skeleton jutting out of the seabed! It is next to a skeleton, near a Safe, Ammo, and a Rifle.

- Ammunition Box (2)
- Sea Safe Items
- Lever-Action Rifle

## 3.I: THE JAGGED ROCKS (RUSTING SPEEDBOAT)

(LAT 14 / LONG 06)



- Threat Level: 2
- Low Radiation

On the southeastern tip of the land mass the cathedral is sitting on is a rusting speedboat, close to some roaming Mirelurks. Use this as a marker during your progress north along the coast.



### 3.J: THE JAGGED ROCKS (RUSTING BOAT) (LAT 15 / LONG 07)



- Threat Level: 2
- Low Radiation

Southeast of the rusting speedboat are the remains of a ship's upturned hull. This is due north of the USS *Ozymandius* [6.27], and another marker to look for when you're swimming or scaling ground in this region.

### 3.K: SUNKEN TREASURE BUOY (LAT 16 / LONG 07)



- Threat Level: 2
- Low Radiation
- Health and Chems
- Guns and Ammunition

Below the waves and this chiming buoy due west of the two rusting boats is a large ancient pile of rocks, and oddly enough, the remains of an office desk. Among this are the following items:

- Stimpak
- First Aid Box
- Sea Safe Items

## Zone 4: Western Sand Dunes

### TOPOGRAPHICAL OVERVIEW

The stretch of beach to the west of Point Lookout Township is known as the Dove Delta; a place where unseen rivers deposit their alluvium, and shallow islands of sand and rock are formed. Following the winding trail from the boardwalk, you can explore this windswept seaside, spot the odd roaming yokel, and tackle a small complement of Mirelurks and Bloatflies. There's even a small cemetery where the Ofie Clan used to bury their dead. On the beach itself is a quartet of abandoned tents, now home to a missionary named Marcella. Even the sea holds secrets; there are rusting boats and a bobbing buoy to swim and investigate, and even a sunken ship somewhere in the south, with only a circle of birds providing a clue to its location.

### PRIMARY LOCATIONS

4.18: Dove Delta (LAT 00/LONG 10)

4.19: Disaster Relief Outpost (LAT 03/LONG 10)

4.20: Ofie Clan Plot (LAT 04/LONG 08)



*Note*

The map for the following locations appears on page 660.

### SECONDARY LOCATIONS

4.A: The Skeletal Surveyor (LAT 00/LONG 09)

4.B: Blackhall Jetty (LAT 01/LONG 09)

4.C: Blackhall Needle (LAT 01/LONG 08)

4.D: Swamp Gas Pool (LAT 03/LONG 08)

4.E: Swamp Gas Pool (LAT 05/LONG 09)

4.F: Rusting Boat (LAT 03/LONG 12)

4.G: Rusting Boat (LAT 05/LONG 11)

4.H: Sunken Treasure Buoy (LAT 01/LONG 13)

4.I: Sunken Ship (LAT 04/LONG 16)

## Primary Locations



Dove Delta

### 4.18: DOVE DELTA (LAT 00 / LONG 10)



- Threat Level: 3
- Faction: Swampfolk
- Danger: Low Radiation
- Guns and Ammunition
- Health and Chems

#### 18 Dove Delta and 19 Disaster Relief Outpost

This delta is a mixture of lightly irradiated sand dunes, mud, and alluvial deposits from the various tributaries. Expect combat with Bloatflies, Mirelurks, and a lone wandering Swampfolk on one of the sand islands. Farther east, that group of tents is the Disaster Relief Outpost [4.19]

### 1 Oswaldo the Skeletal Surveyor

This is location [4.A]. By the skeleton you find a Shovel, and a Holotape: For Oswaldo. The note mentions a footlocker buried on the "island with a single tree."

- Shovel
- Holotape: For Oswaldo

### 2 Holotape Location

### 3 Loose Pile of Dirt

Dig here using your Shovel, ignoring all the fake Loose Piles of Dirt. You uncover a footlocker with random items inside.

- Benny's Footlocker Items

### 4 Loose Pile of Dirt (Fake)

### 5 Loose Pile of Dirt (Fake)

Expect a fight with a wandering yokel in this vicinity.

### 6 Loose Pile of Dirt (Fake)

### 7 Loose Pile of Dirt (Fake)

### 8 Loose Pile of Dirt (Fake)

### 9 Blackhall Jetty

This is location 4.B. Once you've defeated the nearby Mirelurks and Bloatflies, you can inspect the Jetty for the following:

- First Aid Box
- Beer (7)

## 4.19: DISASTER RELIEF OUTPOST (LAT 03 / LONG 10)



- Miscellaneous Quest: The Dark Heart of Blackhall
- Threat Level: 4
- Faction: Smugglers
- Collectible: Pre-War Book
- Health and Chems
- Interior Exploration
- Sleep Mattress
- Inhabitant: Marcella the Missionary

Marcella the missionary has recently set up camp in these four long-abandoned tents, and you can meet her here, although she also appears outside Blackhall Manor [1.02] during **Miscellaneous Quest: The Dark Heart of Blackhall**. This place is eerily quiet, although it is ransacked by Smugglers (who will be marauding about the tents when you arrive) if you return during the quest.

### 10 Medical Tent

There are mattresses to sleep on in here.

- First Aid Box (2)

### 11 Medical Tent

There are also mattresses to sleep on in here.

- First Aid Box
- Yeast (3)

### 12 Marcella's Tent

There is a mattress to sleep on in here. Marcella is in here, prior to you meeting her at Blackhall Manor. You can speak to her about her past, listen as she recites scripture, and learn about her take on Point Lookout. She also has Marcella's Terminal where you can read her diary entries. Next to the terminal is a Pre-War Book. On top of her safe (which is locked and contains her Medical Supplies, and she turns hostile if you try to Lockpick it) are three bottles of Purified Water and some Yeast. Check the Sack, too.

- Purified Water (3)
- Yeast
- Sack Items
- Marcella's Safe Key
- Marcella's Medical Supplies Items
- Scribe Pre-War Book (100/103)



### Note

Return here during **Miscellaneous Quest: The Dark Heart of Blackhall** and you'll find Marcella dead in this tent. You can use her Safe Key to open the safe, and read more journal entries.

There's a quote from John 8:12 on her terminal, along with four sets of entries.

### 13 Administration Tent

There are mattresses to sleep on in here, and a terminal with information on the disaster relief service offered hundreds of years ago after the Great War.

- First Aid Box (2)
- Ammunition Box
- Fission Battery

- Stealth Boy
- Yeast



### Note

Return here during **Miscellaneous Quest: The Dark Heart of Blackhall** to find three more First Aid Boxes in this tent.

## 4.20: OFIE CLAN PLOT (LAT 04 / LONG 08)



- Threat Level: 3
- Faction: Ghouls

Offering as close to a 360-degree vista as you'll get in this misty mire, the Ofie Clan Plot is a raised cemetery, now home to a pack of Ghouls. One of the graves here has recently been robbed (and any valuables removed), and the gravediggers have left evidence of their crime:

- Alcohol
- Melee Weapons
- Teddy Bear
- Wild Punga

## Secondary Locations

### 4.A: THE SKELETAL SURVEYOR (LAT 00 / LONG 09)



- Threat Level: 2
- Faction: Swampfolk

The remains of a skeleton lie near his Shovel, close to a Holotape: For Oswaldo. For more information, consult the Dove Delta Primary Location [4.18].

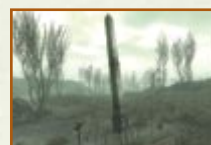
### 4.B: BLACKHALL JETTY (LAT 01 / LONG 09)



- Threat Level: 2
- Southwest of Blackhall Needle [4.C] is a small jetty where Bloatflies and

Mirelurks...lurk. For more information, consult the Dove Delta Primary Location [4.18].

### 4.C: BLACKHALL NEEDLE (LAT 01 / LONG 08)



- Threat Level: 2

Here marks the landing of Captain John Smith's shallop upon his discovery of Point Lookout in 1612. Now it's known colloquially as Blackhall Needle due to its close proximity to Blackhall Manor [1.02], and the fact most of the locals can't read this plaque. This is just northeast of the Blackhall Jetty [4.B].

- Beer (14)
- Whiskey (3)
- Cherry Bombs (3)





### 4.D: SWAMP GAS POOL (LAT 03 / LONG 08)



- Threat Level: 1
- Low Radiation

This is a small swamp of escaping gas and thick, greasy bubbles, complete with an unpleasant plopping sound. Use the sound to help you navigate. This is just south of the main trail from the Ofie Clan Plot [4.20] to Blackhall Manor [1.02].

### 4.E: SWAMP GAS POOL (LAT 05 / LONG 09)



- Threat Level: 1
- Low Radiation

This tiny pool of escaping gas has thick, greasy bubbles protruding and bursting from it. Use the sound as you navigate, so you know where you are. This is at the very end of the Point Lookout main thoroughfare, as the swamp trails begin.

### 4.F: RUSTING BOAT (LAT 03 / LONG 12)



- Threat Level: 1
- Low Radiation

The remains of a fishing boat still floating in the sea, this rusting hulk is useful as a landmark. A washed-up buoy is just north of here, near the Disaster Relief Outpost [4.19].

### 4.G: RUSTING BOAT (LAT 05 / LONG 11)



- Threat Level: 1
- Faction: Smugglers
- Low Radiation

A boat, run aground centuries ago, is slowly sinking into the silt. Check the floor safe here for some random items.

- Floor Safe Items

### 4.H: SUNKEN TREASURE BUOY (LAT 01 / LONG 13)



- Threat Level: 2
- Low Radiation

This bobbing buoy has birds circling it, out to sea. Below the surface is a sunken ship that was transporting radioactive barrels. There's a trunk, and a safe in the floor of the ship with some random items.

- Floor Safe Items

### 4.I: SUNKEN SHIP (LAT 04 / LONG 16)



- Threat Level: 2
- Low Radiation

With only a few circling birds to clue you in on this sunken ship, it is very difficult to find, unless you compare the grids on your Pip-Boy's World Map to those in this guide, showing the ship's location. Check the floor of the ship for a safe.

- Floor Safe Items

## Zone 5: Point Lookout Township

### TOPOGRAPHICAL OVERVIEW

Welcome to Point Lookout: You'll Never Leave! Your port of call on the *Duchess Gambit* is this misty and once-busy seaside resort, now a mire of shadows, mists, and irradiated wretches barely scratching a living. The main attraction is Point Lookout Township itself: a rotting boardwalk, Ferris wheel, fun fair, and other amenities with ruined houses to the north, nestled around the Homestead Motel. Step out of the confines of Point Lookout, and you begin to experience the wilds of this swamp of terror, from the eldritch terrors of the Ritual Site to the line-dancing terrors of the Beachview Campsite. Don't forget to take a dip in the waters (don't forget your radiation medicine), as there are dozens of secret caches, and even an entirely hidden bunker to discover.

### PRIMARY LOCATIONS

5.21: Point Lookout Pier (LAT 07/LONG 11)

5.22: Pilgrim's Landing (LAT 07/LONG 10)

5.23: House of Wares (Panada) (LAT 08/LONG 10)

5.24: The Homestead Motel (LAT 07/LONG 08)

5.25: Ritual Site (LAT 10/LONG 08)

5.26: Beachview Campsite (LAT 10/LONG 10)

### SECONDARY LOCATIONS

5.A: Township Outskirts (LAT 06/LONG 07)

5.B: The Wheel of Wonder (LAT 06/LONG 10)

5.C: People's Bank of Point Lookout (LAT 08/LONG 09)

5.D: Bumper Car Hideyhole (LAT 08/LONG 09)

5.E: Naval Recruiting Center (LAT 08/LONG 09)

5.F: Perambulator Warehouse (LAT 09/LONG 10)

5.G: Warehouse Truck (LAT 09/LONG 10)

5.H: Swamp Gas Pond (LAT 10/LONG 10)

5.I: Pilgrim's Landing Perimeter Sign (LAT 10/LONG 09)

5.J: Calvert Mansion Route Sign (LAT 11/LONG 09)

5.K: Sunken Treasure Buoy (LAT 07/LONG 12)

5.L: Sunken Treasure Buoy (LAT 09/LONG 14)

5.M: Calvert Hothouse (Chinese Intelligence Bunker) (LAT 11/LONG 12)

5.N: Hatch to Runoff Pipe (LAT 11/LONG 14)

5.O: Calvert Jetty (LAT 11/LONG 14)

5.P: Sunken Treasure Buoy (LAT 11/LONG 14)

5.Q: SSN-37-1A (LAT 10/LONG 15)

5.R: Rusting Boat (LAT 10/LONG 15)



**Note**

The map for the above locations appears on page 660.



# Primary Locations

## 5.21: POINT LOOKOUT PIER

(LAT 07 / LONG 11)



- Main Quest: The Local Flavor
- Freeform Quest: Tailing the Tomboy
- Threat Level: 3
- Faction: Smugglers
- Area Is Locked
- Guns and Ammunition
- Highly Visible Landmark
- Interior Exploration
- Main Trading Route
- Rare or Powerful Item (2)

Your first steps into Point Lookout occur here, at this tumbledown pier that's in serious danger of falling into the water. Behind (south) of you is a buoy you can dive down from to locate treasure. The *Duchess Gambit* is always moored here, and you can ask Tobar (or Nadine) to ferry you between here and the Riverboat Landing [PL1] in the Capital Wasteland.

### 1 The *Duchess Gambit*

When you've discovered just what a maniac Tobar the Ferryman is and Nadine has asked you to meet her here, rendezvous at the *Duchess Gambit*, and engage in combat with Tobar. He's holding the *Duchess Gambit* Key (and wearing a Unique outfit), which allows you into the engine room, where a variety of prizes await you. This includes a piece of you that went missing.

- Fission Battery
- Scoped .44 Magnum
- Caps
- *Duchess Gambit* Key
- Grifter's Fit (121/152)
- Riverboat Ticket
- Lump of Brain (122/152)

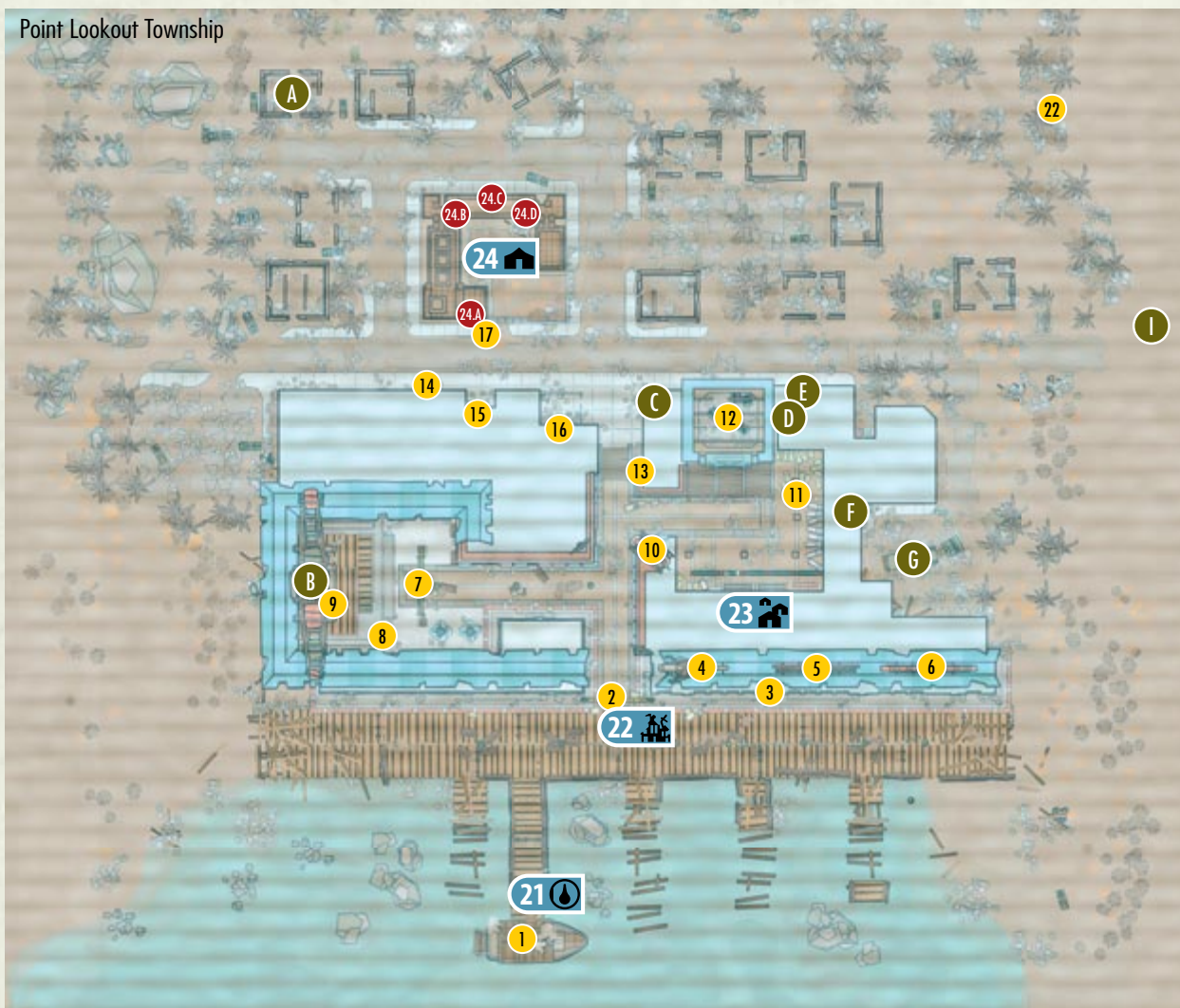
## 5.22: PILGRIM'S LANDING

(LAT 07 / LONG 10)



- Main Quest: The Local Flavor
- Main Quest: Thought Control
- Miscellaneous Quest: The Velvet Curtain
- Threat Level: 3
- Factions: Smugglers, Tribals
- Area Is Locked
- Highly Visible Landmark

Point Lookout Township





What was once a bustling seaside vacation spot is now a rotting carcass of buildings rusting in the irradiated ocean breeze. The boardwalk itself is slowly crumbling into the water, and many of the stores are sealed up. Expect periodic Smuggler incursions as you wander the southern side of this boardwalk area, and to the once-proud Wheel of Wonder [5.B]. This boardwalk offers easy access onto the road to the north, which in turn leads to trails into the swamp, to the north and the west. To the east is a dirt road to Calvert Mansion [6.28].

## 2 "Pilgrim's Landing Boardwalk" Roof Sign

## 3 Locked Locker

During **Miscellaneous Quest: The Velvet Curtain**, you can use the Locker Key that you found in Room 1D of the Homestead Motel [5.23] to unlock one of these lockers, to retrieve a Holotape. Expect a battle with Smugglers soon afterward.

- Holotape: Box 1207 — Spy's Audio Password

## 4 "Fizzy's Fountain Drinks" Roof Sign

## 5 "Colontoni's Pizza" Roof Sign

## 6 "Stretcho Saltwater Taffy Co." Roof Sign

## 7 "The Amazing Wheel of Wonder" Boardwalk Sign

## 8 Trash Compactor

During **Main Quest: Thought Control**, you have the option to throw the Cogwave Jammer into this compactor. If you don't, expect combat with Tribals.

## 9 Electrical Switch

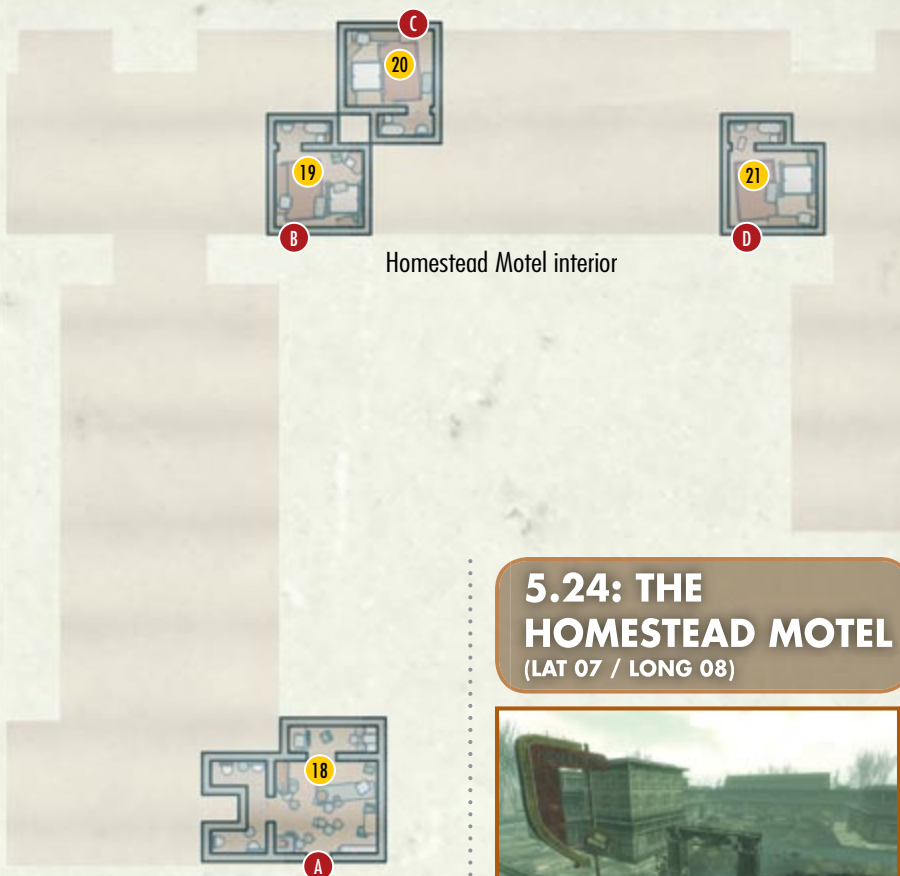
During **Main Quest: Thought Control**, you have the option to place the Cogwave Jammer on the adjacent Wheel of Wonder [5.B], and flick this switch, which otherwise doesn't work. If you do, expect combat with Tribals.

## 5.23: HOUSE OF WARES (PANADA)

(LAT 08 / LONG 10)



- Miscellaneous Quest: The Velvet Curtain
- Threat Level: 3
- Faction: Smugglers
- Services: Repairer
- Guns and Ammunition
- Health and Chems
- Highly Visible Landmark
- Inhabitant: Madam Panada



Homestead Motel interior

## 5.24: THE HOMESTEAD MOTEL

(LAT 07 / LONG 08)



- Threat Level: 2
- Faction: Swampfolk

Offering fancy rooms at affordable prices, the Homestead Motel once used the catchphrase "There's no place like Homestead!" It now offers appalling rooms when you can steal a key to enter them. Over the last 200 years, the cleaning has taken a back seat to "ritual sacrifice" (Room 1K), but there's still much to discover about this place as you begin **Miscellaneous Quest: The Velvet Curtain**. Defeat the Vicious Dogs and Mole Rats prowling the area, and check out four rooms.

## 17 "Homestead Motel: Free Breakfast" Sign

### HOMESTEAD MOTEL OFFICE

#### A Storm Door to Point Lookout

#### 18 Office Interior

- Ammunition Box
- Homestead Room 1K Key
- Yeast
- Safe Items

### ROOM 1D

#### B Storm Door to Point Lookout

#### 19 Room 1D Interior

This room is unlocked, allowing you to begin **Miscellaneous Quest: The Velvet Curtain** from this location. The Safehouse Terminal is used throughout the quest to obtain updated objectives. Some items cannot be collected

The northern boardwalk area, and the small fun-fair that once offered vacationers a ride on the bumper cars and duck-hunting in the shooting gallery, is now a lonely place, save for Panada, who runs her House of Wares and fights off periodic Smuggler incursions with her trusty Protectron. Panada isn't particularly skilled at Repairing your items; and this might be why you can discover her dead after a Smuggler attack. Or, you can simply kill her and that robot to steal her supply key. Check her selection of goods out if you wish, but leave the Repairing to Haley [2.11].

- Madam Panada's Key

## 10 "Diggity's!" Roof Sign

## 11 Rusting Pinball and Hoops Game Machines

## 12 Bumper Cars

## 13 Wanted: Person of Interest Poster

This poster shows Wan Yang, a Chinese sympathizer, and is a hint to begin **Miscellaneous Quest: The Velvet Curtain**.

## 14 "Diner" Wall Sign

## 15 "The Jerk Classic Fountain Sodas & Shakes" Roof Sign

## 16 "A Cuppa Joe" Roof Sign



until you return to this room. There's a Locker Key inside the suitcase, used to open the locker on the boardwalk [5.22]. When you return later in the quest, check the water closet tank for a pair of special glasses.

- Chinese Pistol and Ammo
- Locker Key
- Stealth Boy
- Cryptochromatic Spectacles (123/152)

### ROOM 1K

#### C Storm Door to Point Lookout

#### 20 Room 1K Interior

Open this room using the Room 1K Key you can obtain from the motel office, or by lockpicking. The scene inside is one of horrific (and probably ritual) sacrifice.

- Fission Battery
- Axe
- Yeast
- Pint-Sized Slasher Mask (124/152)

### ROOM 1G

#### D Storm Door to Point Lookout

#### 21 Room 1G Interior

This can be accessed by picking the lock. Inside is ancient evidence of a firefight.

- Fission Battery
- Sawed-Off Shotgun
- Double-Barrel Shotgun

## 5.25: RITUAL SITE

(LAT 10 / LONG 08)



- Miscellaneous Quest: The Dark Heart of Blackhall
- Collectible: Nuka-Cola Quantum
- Threat Level: 5
- Area Is Locked
- Faction: Swampfolk
- Guns and Ammunition
- Danger: Gas Leak, Low Radiation
- Health and Chems
- Interior Exploration
- Rare or Powerful Item

Expect heavy Swampfolk presence in this hilly area northeast of Point Lookout Township. This is the location of a fabled book known as the Krivbeknih. The book once belonged to an ancestor of Odadiah Blackhall (of Blackhall Manor [1.02] infamy), but the Swampfolk have it now. They've hidden it away, deep in a cave system that is accessed from a shack door that was once part of a house. The home itself is a pile of ash and poking wooden supports. The entire area is flagged with Swampfolk fetishes: straw dolls and bone totems.

#### 22 Perimeter Guard Skeleton

West and slightly north of the Ritual Site's burned out hovel, on the perimeter overlooking Haley's Hardware [2.11], is a chair and a slumped skeleton guarding some Jet.

- Jet (2)

### BURNED OUT BASEMENT

#### A Shack Door to Point Lookout

#### 1 Plank Blockage

This is the farthest you can go if you haven't spoken to Odadiah Blackhall at his Manor [1.02], and begin **Miscellaneous Quest: The Dark Heart of Blackhall**. The planks are removed once your hunt for the Krivbeknih begins.

- Yeast (2)
- Shovel (2)

#### 2 Entry Passage

There is an odd harmonic resonance, the like of which you haven't experienced since your last visit to the Dunwich Building [CW: 7.11]. Watch for bone totems, disgusting fungi, and Swampfolk.

#### 3 Campfire Junction

Use this as a marker so you don't get lost. There's a small campfire just north of this junction, more Swampfolk totems, and a strange obsidian pillar decorated with skulls at its base.

#### 4 Wall Coffin

- Nuka-Cola Quantum (105/110)
- Switchblade
- Stimpak (3)

#### 5 Danger! Escaping Swamp Gas!

The use of explosives may cause the gas to ignite. Be careful!

#### 6 Wall Coffins

- Wall Coffin Items (2)

#### 7 Unlocked Safe

- Yeast
- Stealth Boy
- Moonshine

#### 8 Wall Coffins

- Double-Barrel Shotgun
- Wall Coffin Items

#### 9 Lower Junction

#### 10 Death's Dinner Party

A small group of skeletons, dolls, and a Gnome are propped up on chairs enjoying the following:

- Wild Punga Fruit
- Wine

#### 11 The Unspeakable Altar

Chopped up bits of a sacrifice lie on this bloodied altar, with dolls adorning the corpse, and the Ritual Knife sticking out of its head. Behind is a ceremonial lectern containing the fabled Krivbeknih itself! Beware! As soon as the book is in your possession, expect an influx of Swampfolk trying to stop you!

- Stimpak (3)
- Ritual Knife (125/152)
- Cherry Bombs and Wild Punga Fruit
- Krivbeknih

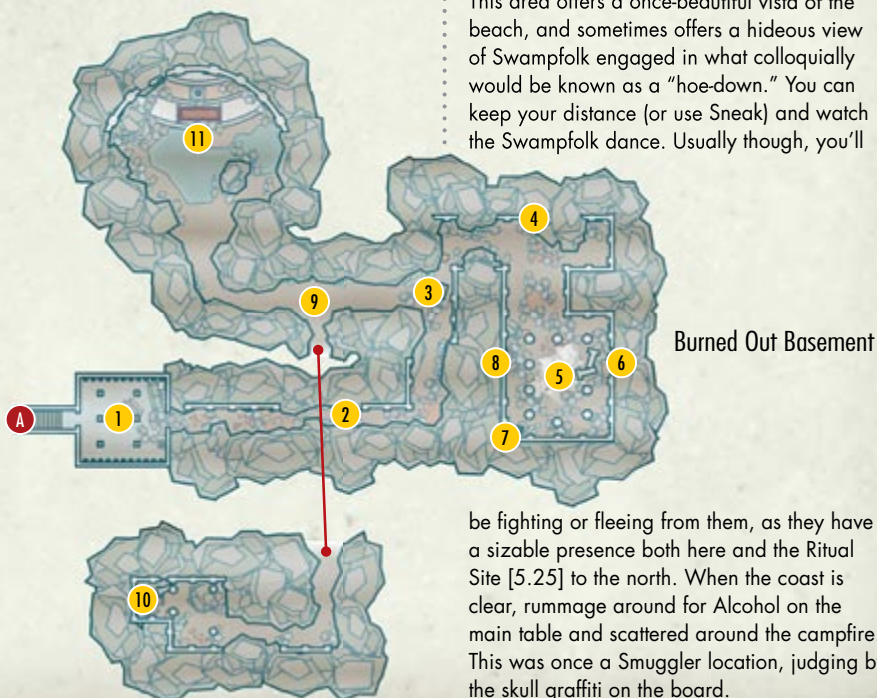
## 5.26: BEACHVIEW CAMPSITE

(LAT 10 / LONG 10)



- Threat Level: 4
- Low Radiation
- Faction: Swampfolk

This area offers a once-beautiful vista of the beach, and sometimes offers a hideous view of Swampfolk engaged in what colloquially would be known as a "hoe-down." You can keep your distance (or use Sneak) and watch the Swampfolk dance. Usually though, you'll



be fighting or fleeing from them, as they have a sizable presence both here and the Ritual Site [5.25] to the north. When the coast is clear, rummage around for Alcohol on the main table and scattered around the campfire. This was once a Smuggler location, judging by the skull graffiti on the board.



## Secondary Locations

### 5.A: TOWNSHIP OUTSKIRTS

(LAT 06 / LONG 07)



- Threat Level: 2

The streets of ruined houses to the north of Point Lookout itself surround the Homestead Motel [5.24], and are bisected by the main road north, which leads to the "Help Us" Covered Bridge [2.Z]. Aside from a few Caps in a crate on a picnic table in the middle of the playground area, these piles of housing rubble are free of items. However, check the mailboxes—some have random items, and many are related to obtaining items for **Miscellaneous Quest: A Spoonful of Whiskey** (Fission Batteries and Yeast).

### 5.B: THE WHEEL OF WONDER (LAT 06 / LONG 10)



- Main Quest: Thought Control
- Threat Level: 3
- Factions: Smugglers, Tribals
- Area Is Locked
- Highly Visible Landmark

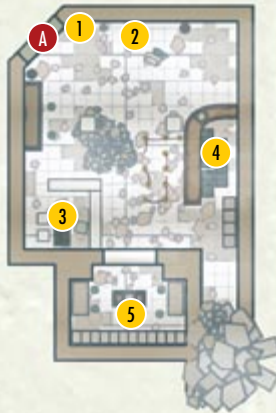
Aside from the lighthouse, this Ferris wheel is the largest landmark in Point Lookout, and should be used primarily as a navigational tool. Spot the wheel from where you're standing so you can work out which direction to head. During the Main Quest, you can insert the Cogwave Jammer onto the Ferris wheel and start the wheel (but you can't ride it). For more information on the area surrounding the Wheel of Wonder, check Primary Location: Pilgrim's Landing [5.22].

### 5.C: PEOPLE'S BANK OF POINT LOOKOUT

(LAT 08 / LONG 09)



- Miscellaneous Quest: The Velvet Curtain
- Threat Level: 1
- Area Is Locked
- Guns and Ammunition
- Health and Chems
- Interior Exploration



Serving the locals until the bombs dropped and money became worthless, the People's Bank of Point Lookout still has a few secrets, mainly inside the safe-deposit boxes inside the open vault. Note the Wan Yang wanted poster on the boardwalk outside the bank [5.23, location #13], which is one way of beginning **Miscellaneous Quest: The Velvet Curtain**. Head inside, ready to tackle the Radroach infestation, and rummage around in the following locations:

#### A Door to Point Lookout

#### 1 Wanted: Person of Interest Poster

This is another poster asking for information on the Chinese sympathizer Wan Yang.

#### 2 Bank Security Guard

A skeleton has the following items:

- .32 Pistol and Ammo
- Police Hat
- Police Baton

#### 3 Loan Officer's Cubicle

The officer is a desiccated skeleton. Check the desk for a Battery, but make sure you open the desk too; there's a Holotape inside that accesses a safe-deposit box.

- Fission Battery
- Holotape: Box 1191—Password Backup

#### 4 Teller's Desk

Access the wall safes, and read the entries on the terminal.

- Wall Safe Items

#### 5 Security Box Vault

Play Holotapes and the Voice-Activated Security System to access any of the security boxes that remain locked. There are items and oddities in the following boxes:

- #1191: [LOCKED] Use the Password Backup found inside the Loan Officer's Desk.
- Buffout (4)
- #1197: This difficult-to-reach container holds a weapon:
- .44 Scoped Magnum and Ammo

#1207: [LOCKED] Use the Spy's Audio Password you found in the locked locker on the boardwalk, during **Miscellaneous Quest: The Velvet Curtain**.

- Holotape: Espionage Briefing

#1210: A strange Gnome attempts to attack a tiny toilet with a plunger.

#1211: A crate of Wine.

- Wine (6)

#1213: [LOCKED] Use the Bern's Voice Holotape you found inside the Grower's Shack [1.03] to access this Swampfolk's goods.

- Bern's Items

#1217: Some Chems.

- Buffout

### 5.D: BUMPER CAR HIDEYHOLE

(LAT 08 / LONG 09)



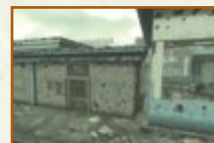
- Threat Level: 1
- Faction: Smugglers
- Guns and Ammunition
- Health and Chems
- Sleep Mattress

On the west side of the rusting bumper car area, there's an alcove between the bumper cars and the Naval Recruiting Center [5.E]. Find the remains of a Smuggler here, along with his bed, First Aid, and Ammunition. For more information on the area surrounding the Wheel of Wonder, check Primary Location: Pilgrim's Landing [5.22].

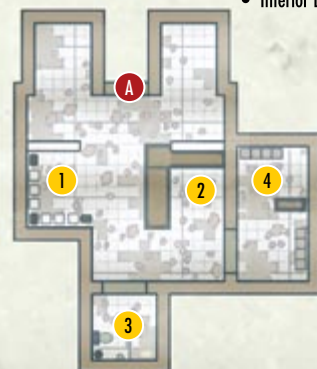
- Ammunition Box (2)
- First Aid Box

### 5.E: NAVAL RECRUITING CENTER

(LAT 08 / LONG 09)



- Miscellaneous Quest: The Velvet Curtain
- Threat Level: 1
- Collectible: Mini-Nuke
- Guns and Ammunition
- Health and Chems
- Interior Exploration





Infested with Radroaches, this long-abandoned building once coaxed local youths with the promise of a seafaring career in the Navy. This was also a remote base for the DIA (Defense Intelligence Agency), who were investigating reports of a Chinese sympathizer in the vicinity. Step into this building next to the bumper cars for a quick reconnoiter.

### A Door to Point Lookout

#### 1 Waiting Area

#### 2 Recruiting Desk

- Fission Battery and other Junk
- Double-Barrel Shotgun and Ammo

#### 3 Radroach Restroom

#### 4 DIA Recruitment Office

Access this computer for some basic information on Wan Yang, essentially a limited version of the notes available on the Turtle-dove Administrator's Terminal [2.10].

- Wall Safe Items
- Mini-Nuke (87/92)
- First Aid Box
- Moonshine

## 5.F: PERAMBULATOR WAREHOUSE

(LAT 09 / LONG 10)



- Threat Level: 4
- Danger: Baby Carriage
- Collectible: Mini-Nuke
- Guns and Ammunition
- Health and Chems



On the east side of Point Lookout, near the parked Warehouse Truck [5.G], there's a door that leads into a baby carriage warehouse. Be extremely careful as you approach the door, because one of the baby carriages is rigged with one of those scary doll heads, and it explodes with the force of two Frag Mines.



If your **Explosives** skill is good enough, disarm the trap. You can't pocket the Frag Mines, but you can rewire the trap to explode in 10 seconds, or rearm it. Neither are worth doing, so shut down the carriage and leave it alone.

Then enter the warehouse. It is filled with doll heads and baby carriages, and some are deadly!

### A Door to Point Lookout

#### 1 Baby Carriage Trap and Drink Fountain

- First Aid Box

#### 2 3 4 Baby Carriage Traps

#### 5 Rear Bookcase Shelves

- Ammunition (2) Box
- .308 Caliber Round (24)
- Mini-Nuke (88/92)
- Missile (5)

## 5.G: WAREHOUSE TRUCK

(LAT 09 / LONG 10)



- Threat Level: 2
- Danger: Mines
- Guns and Ammunition
- Health and Chems

Just south of the entrance to the Perambulator Warehouse [5.F] is a parked Warehouse Truck. Take great care stepping up the ramp, as there are two Frag Mines to disarm or retreat from. Once in the container, inspect Makeshift Bedding, and grab some Beer, Stimpaks, and Ammo.

- Frag Mine (2)
- Beer (8)
- Stimpak (3)
- Ammunition Box (3)

## 5.H: SWAMP GAS POND

(LAT 10 / LONG 10)



- Threat Level: 3
- Faction: Swampfolk

This is close to the Beachview Campsite with a gang of Swampfolk, so take care in this area if you're trying to avoid them. This spot features a small pool of escaping gas bubbles; use this sound to locate where you are on the map.

## 5.I: PILGRIM'S LANDING PERIMETER SIGN

(LAT 10 / LONG 09)



- Threat Level: 3
- Faction: Swampfolk

Expect some vicious assaults from Swampfolk north and south of you, as you reach this marker sign.

## 5.J: CALVERT MANSION ROUTE SIGN

(LAT 11 / LONG 09)



- Threat Level: 3
- Faction: Swampfolk

You may encounter Swampfolk on the prowl as you head along this east-west road, which leads all the way around to the Calvert Mansion [6.28].

## 5.K: SUNKEN TREASURE BUOY

(LAT 07 / LONG 12)



- Threat Level: 2
- Low Radiation
- Collectible: Mini-Nuke
- Guns and Ammunition

Easily spotted due south of where the *Duchess Gambit* is moored over at Point Lookout Pier [5.21], this could be your first diving expedition. Head directly down from the buoy to the sea floor, and sift through the sunken mannequins for a Safe, Mini-Nuke in a plastic container, Ammo, and a Personal Locker, all located near a clump of underwater rocks.

- Sea Safe Items
- Mini-Nuke (89/92)
- Ammunition Box (2)
- Personal Footlocker Items

## 5.L: SUNKEN TREASURE BUOY

(LAT 09 / LONG 14)



- Threat Level: 2
- Low Radiation
- Guns and Ammunition
- Health and Chems

Dive below this buoy and you can just make out the tips of a boat submerged and covered in silt. Check the area for a locked gun cabinet, personal footlocker, and some Health.

- First Aid Box
- Gun Cabinet Items
- Personal Footlocker Items

## 5.M: CALVERT HOT- HOUSE (CHINESE INTELLIGENCE BUNKER)

(LAT 11 / LONG 12)

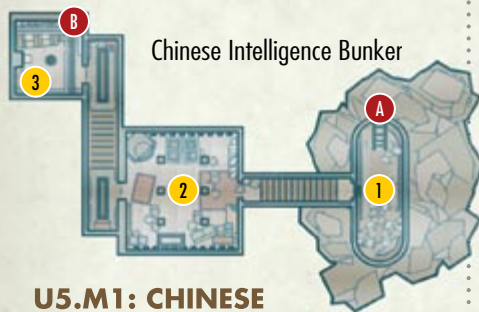


- Miscellaneous Quest: The Velvet Curtain
- Threat Level: 3
- Gas Leak
- Collectible: Mini-Nuke
- Area Is Locked



- Guns and Ammunition
- Health and Chems
- Interior Exploration
- Rare or Powerful Item
- Sleep Mattress
- Underground Connection
- Work Bench

On the west side of the Calvert Mansion grounds is an ornate hothouse, now completely devoid of glass, and usually a congregation spot for Swampfolk. The hothouse itself features Makeshift Bedding and some Noodles (plus Beer!) at the south end, but the main attraction is the couch and four vase pedestals. These form a puzzle that's only accessible during **Miscellaneous Quest: The Velvet Curtain**. If you inspect the floor near the eastern pedestal, you'll see the star-shaped design has scrape markings on it. This allows access down into a secret Chinese Intelligence Bunker. You need a code for this, but the correct order to unlock the secret hatch is 1, 3, 2, 3, 4, 4, 2.



### U5.M1: CHINESE INTELLIGENCE BUNKER

#### A Ladder to Point Lookout

##### 1 Entrance Chamber

##### 2 Storage Room

A sizable haul of items can be found here, along with a Protectron you can tell the password to.

- Work Bench
- Bottlecap Mine
- Ammunition Box (16)
- Yeast (3)
- Chinese Assault Rifle (5)
- Frag Mine
- Ammo and Chems
- Mini-Nuke (90/92)
- Chinese Pistol
- Stealth Boy
- Chinese Officer's Sword

##### 3 Trap Room

This is accessed via the switch in the adjacent corridor, or via the Protectron password.

When this locks, you can Repair the vent in the floor, access the circuit box, or flee up to the Hatch to Runoff Pipe.

- Chinese Pistol
- Backwater Rifle (126/152)

### B Hatch to Runoff Pipe U5.M2: RUNOFF PIPE

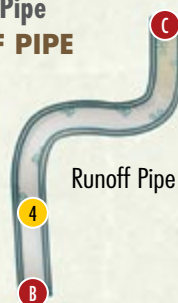
#### B Hatch to Chinese Intelligence Bunker

##### 4 Dead Escapee

- RadAway and Ammo
- Stimpak

#### C Hatch to Point Lookout

This deposits you out the Hatch to Runoff Pipe [5.N].



### 5.N: HATCH TO RUNOFF PIPE

(LAT 11 / LONG 14)



- Miscellaneous Quest: The Velvet Curtain
- Threat Level: 3
- Low Radiation
- Underground Connection

It is completely inaccessible until you exit using the underground Runoff Pipe from the Chinese Intelligence Bunker [5.M]. Only at the very end of **Miscellaneous Quest: The Velvet Curtain** can you swim back into this location.

### 5.O: CALVERT JETTY (LAT 11 / LONG 14)



- Threat Level: 3
- Low Radiation

In happier times, the Calvert family launched their boats from this jetty, and a rusting speedboat is still sitting here. On the jetty is a skeleton near a Camera and a locked suitcase. Grab or shoot at the Beer if you wish. Beware of Mirelurks!

- Beer
- Camera

### 5.P: SUNKEN TREASURE BUOY

(LAT 11 / LONG 14)



- Threat Level: 2
- Low Radiation
- Guns and Ammunition
- Health and Chems

In the murk below this buoy, you'll find a safe, suitcase, First Aid Box, and a locker to rifle through.

- Sea Safe Items
- First Aid Box

### 5.Q: COVERT SUBMARINE SSN-37-1A

(LAT 10 / LONG 15)



- Miscellaneous Quest: The Velvet Curtain
- Threat Level: 3
- Low Radiation
- Guns and Ammunition
- Interior Exploration



Lodged in the shallow waters off the coast of Point Lookout is a mysterious submarine. The hatch on top is accessible, allowing you into the interior. This plays an integral part in **Miscellaneous Quest: The Velvet Curtain**, so you may wish to read up on this quest before you try to destroy this vessel; especially because the self-destruct codes aren't present!

#### C Ladder to Point Lookout

##### 1 Submarine Operations Terminal

You can view the "Mission Parameters" for Covert Submarine SSN-37-1A (the patrol

pattern it undertook back before the Great War), and you can "Initiate Self-Destruct" assuming you have the codes found during the quest.

- Chinese Pistol
- Stealth Boy

##### 2 Naval Cots

You cannot sleep here due to the radio-active water.

- Whiskey
- Personal Footlocker

##### 3 Self-Destruct Switch

This cannot be accessed until you have the proper authorization, found during **Miscellaneous Quest: The Velvet Curtain**.

### 5.R: RUSTING BOAT

(LAT 10 / LONG 15)



- Threat Level: 2
- Low Radiation
- Guns and Ammunition
- Health and Chems

Pitched out of the water, and providing a good approximation of where the submarine is located [5.Q], is this rusting hulk. There's nothing on the surface of the boat, but dive underneath, and you'll discover some Health and a safe.

- First Aid Box (2)
- Sea Safe Items

# Zone 6: The Blasted Heath

## TOPOGRAPHICAL OVERVIEW

Aside from the township of Point Lookout itself, the two most recognizable landmarks in this area are in this zone: the sprawling Calvert Mansion, and the stone Point Lookout Lighthouse rising out of the jagged rocks. Why not make the lighthouse stand out even more by fixing its broken bulb? You can also discover that this lighthouse is more than just a towering monument to nautical safety; there's a hidden laboratory under the structure, where the true owner of Calvert Mansion resides. The blasted heath upon which the Calvert Mansion is built has resisted wind, rain, and nuclear fallout for decades, but the same can't be said for the USS *Ozymandias*, which ran aground during an expedition to find more natural resources in the swampy wildlands to the northwest. The bells of bobbing buoys mark undersea treasure, and there's even a Smuggler's hut to find.



### Note

The map for the following locations appears on page 660.

## PRIMARY LOCATIONS

6.27: USS *Ozymandias* (LAT 14/LONG 08)

6.28: Calvert Mansion (LAT 12/LONG 12)

6.29: Point Lookout Lighthouse (LAT 13/LONG 15)

## SECONDARY LOCATIONS

6.A: Rusting Speedboat (LAT 14/LONG 09)

6.B: Sunken Treasure Buoy (LAT 15/LONG 10)

6.C: Yokels' Jetty (LAT 14/LONG 10)

6.D: Calvert's Pergola (LAT 12/LONG 13)

6.E: Lighthouse Vista (LAT 12/LONG 13)

6.F: Sunken Treasure Buoy (LAT 14/LONG 13)

6.G: Lighthouse Jetty (LAT 12/LONG 15)

6.H: Toxic Barrel Dump (LAT 13/LONG 15)

6.I: Lighthouse Laboratory Hatch (LAT 13/LONG 16)

6.J: Smuggler's Shack (LAT 13/LONG 17)

## Primary Locations

### 6.27: USS OZYMANDIAS (LAT 14 / LONG 08)

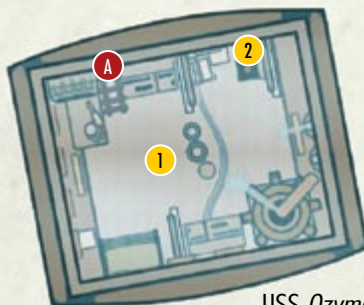


- Miscellaneous Quest: An Antique Land
- Threat Level: 2
- Faction: Swampfolk
- Danger: Low Radiation
- Guns and Ammunition
- Health and Chems
- Interior Exploration

Before the bombs, The Bysshe Energy Company had acquired the rights to probe Point Lookout for usable natural gas resources. Caroline Saunders was the principal Geological Chemist on the survey mission. Though she never got the chance to upload her findings, you can discover her Holotape notes at each of three survey sites scattered across Point Lookout.

Once you acquire all three Holotape notes, which also serve as Caroline's personal verification of ample natural gas resources, you can visit a derelict vessel just offshore. This is the research vessel for the team, and you can upload Caroline's authorization to unlock a container of supplies for further field research.

Locate the USS *Ozymandias*, marooned against a particularly rugged rock island, and inspect the exterior deck for the following items, before accessing the Hatch to Belowdecks.



USS *Ozymandias* interior

#### A Ladder to Point Lookout

#### 1 Belowdecks

Check the area for the items listed below, then activate the Bysshe Company Terminal to read the following:

Mission Parameters: Once you read this, your quest updates.

Enter Auth Code 001, 002, 003: These cannot be accessed until you investigate Soil Survey locations 01, 02, or 03.

ERROR: 12XU\_user\_shell: There's a mole on Saunders's team.

- Carton of Cigarettes
- First Aid Box

#### 2 Expedition Supplies Safe

Open this upon the conclusion of **Miscellaneous Quest: An Antique Land**, and grab the following:

- Advanced Radiation Suit (2)
- Bio-Gas Canister (10)
- Pre-War Money (3)
- Radiation Suit
- Stimpak (4)

### 6.28: CALVERT MANSION (LAT 12 / LONG 12)



- Main Quest: The Local Flavor
- Main Quest: Hearing Voices
- Main Quest: Thought Control
- Main Quest: A Meeting of the Minds
- Threat Level: 4
- Faction: Ghouls
- Collectible: Nuka-Cola
- Quantum
- Area Is Locked
- Guns and Ammunition
- Health and Chems
- Highly Visible Landmark
- Interior Exploration
- Perk!
- Sleep Mattress
- Inhabitant: Desmond the Ghoul



The Calvert Mansion has sat atop the blasted heath for as long as anyone can remember. Once the seat of power for the Calvert family, it still stands despite its dilapidated condition, and has recently been taken over as a base of operations for a Ghoul named Desmond and his two pups. The mansion is periodically attacked by Tribals, and Desmond wants to know why. During the course of your investigation, the mansion is completely destroyed, save for a panic room, so you are wise to gather equipment as you search the place and repel enemies. The hothouse in the gardens is the secret entrance to a Chinese Bunker [5.M], but that remains intact.

## A Door to Point Lookout

### 1 Main Staircase Hallway

This is where you first meet Desmond the Ghoul and his hounds. When you initially arrive, Tribals are attacking from the west. There's little in the way of items to scavenge from this ground floor area, before you inspect the withdrawing room.

Later in the Main Quest, this is where the last stand against the Tribals is fought, with considerably more violence. At this point, Desmond has restocked the upstairs balcony.

### 2 Withdrawing Room (and Bathroom)

This room is subsequently out-of-bounds. A bookcase is placed there, preventing you or Tribals from getting into the Main Staircase Hallway from this chamber.

- First Aid Box
- Carton of Cigarettes

### 3 Desmond's War Room

Return here when you wish to speak to Desmond. You are also free to gather any of the equipment scattered about this room. There's also a Punga experiment (where you can flip a switch and light up a Punga plant) on one of the tables.

- Assorted Stimpaks and Chems
- 10mm Pistol (2)
- Silenced 10mm Pistol
- 10mm Submachine Gun
- Assault Rifle (3)
- Frag Grenade (4)
- Ammunition Box (6)
- Melee Weapons
- Minigun

### 4 Dining Room

This area is accessed during the second attack wave of Tribals.

- Axe
- Double-Barrel Shotgun
- Lever-Action Rifle

### 5 Downstairs Landing

### 6 Upstairs Landing

Watch out for the hole ahead (south) leading down to the dining room.

### 7 Secondary Bedroom

- First Aid Box
- Ammunition Box

### 8 Filing Room

### 9 Nursery

This has two red balls to play with.

### 10 Music Room (with Harmonicas)

### 11 Upstairs Landing (Continuation)

### 12 Master Bedroom

Use the intercom on the western wall to speak with Desmond. The final fight of the second wave occurs here.

### 13 Main Stairwell Hallway Balcony (Visit #1)

### 14 Secondary Bedroom #2

- First Aid Box
- Ammunition Box
- 10mm Pistol
- Assault Rifle

### 15 Upstairs Bathroom

You can carefully squeeze in here before the fall down the hole.

- Chems

### 16 Upper Landing

There is a blocked area and an unavoidable fall to the cellar from this area.

### 17 Cellar Storage

### 18 Wine Cellar

- First Aid Box
- Ammunition Box (2)
- Whiskey and Wine Bottles

### 19 Library

### 20 Study

- First Aid Box

### 21 Kitchen

- Brahmin Steak and Beer

### 22 Pantry

- Food
- First Aid Box
- Ammunition Box

### 23 Downstairs Landing

### 24 Billiards Room

- Ammunition Box
- Pool Cue (2)

### 25 Upper Landing Barricade

- First Aid Box
- Ammunition Box

### 26 Main Stairwell Hallway Balcony (Visit #2)

- First Aid Box
- Ammunition Box (2)
- .308 Caliber Round (48)
- Sniper Rifle

If you finish the final fight against the Tribals that attack back down in the main stairwell hallway, you receive the following perk, and the Main Quest continues.

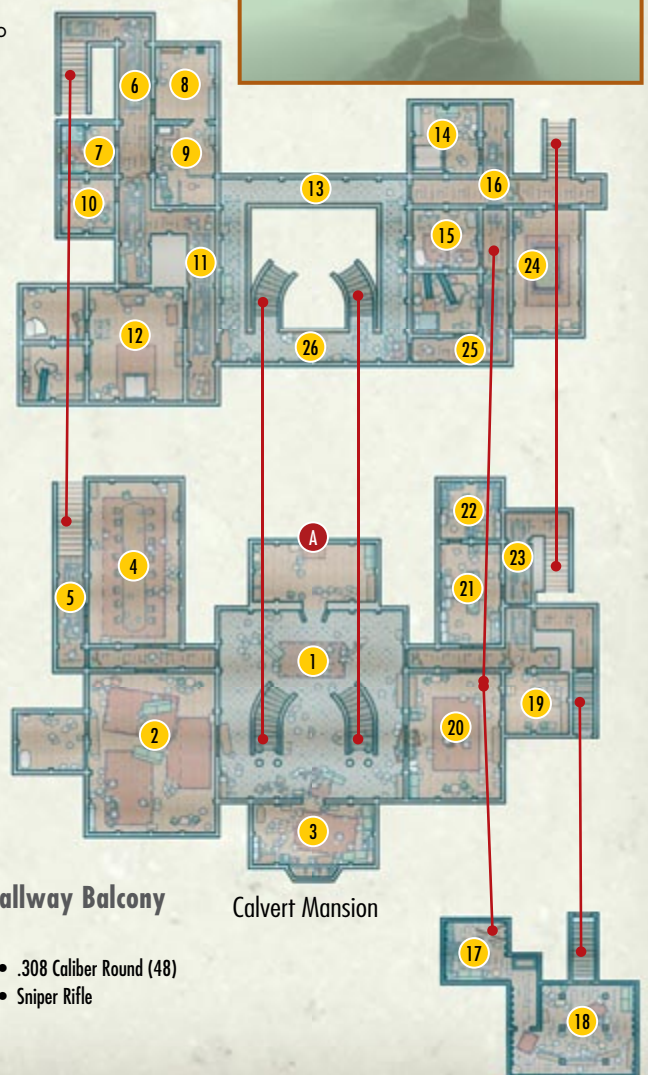
- Superior Defender Perk

## PANIC ROOM

When you return to Calvert Mansion after it has been destroyed, sift through the wreckage in the middle of the explosion site to uncover a circular hatch, and descend into a concrete-lined basement, which has a variety of items to take.

- Combat Armor
- Scoped .44 Magnum
- Ammunition Box (2)
- Axe
- Whiskey (5)
- Wine (5)
- Punga Fruit (2)
- Food, Nuka-Cola, and Dirty Water
- Nuka-Cola Quantum (106/110)

## 6.29: POINT LOOKOUT LIGHTHOUSE (LAT 13 / LONG 15)



Calvert Mansion



- Main Quest: A Meeting of the Minds
- Miscellaneous Quest: The Velvet Curtain
- Freeform Quest: The Seafarer's Friend
- Threat Level: 3
- Faction: Smugglers
- Danger: Terminal Trap
- Collectible: Pre-War Book (3)
- Area Is Locked
- Guns and Ammunition
- Health and Chems
- Highly Visible Landmark
- Interior Exploration
- Rare or Powerful Item
- Sleep Mattress
- Underground Connection
- Work Bench
- Inhabitant: Professor Calvert

Perceived as being owned and operated by the State of Maryland before the Great War, the Point Lookout Lighthouse was a tourist attraction, but also a research hospital run by the Calvert family. This proud tower still stands testament to the engineering of the long-dead. Around the lighthouse is a large rocky island, with a mixture of Mirelurks and Smugglers roaming the area. The only accessible entrance is the front door, although a hatch on a nearby island [6.1] is another way to enter once the Main Quest is over.

### LIGHTHOUSE INTERIOR AND LIGHTING MECHANISM

#### A Door to Point Lookout

#### 1 Wanted: Person of Interest

A Wanted poster of Wan Yang, a Chinese sympathizer. This is a hint, and starts **Miscellaneous Quest: The Velvet Curtain**.

#### B Secret Trapdoor to Underground Laboratory

This only opens during **Main Quest: A Meeting of the Minds**.

#### 2 Lighthouse Interior

There are scattered skeletons and some Cherry Bombs on the ground floor, but little else. You can return to this location days after completing the Main Quest, and face Smugglers that have infiltrated the building.

#### 3 Spiral Staircase

There are a few skeletons with Cameras, which is excellent if you're collecting them for **Broken Steel's Freeform Quest: Getting Ready for Prime Time**.

- Cameras

#### 4 Exit Landing

Another skeleton is here. This leads to the top of the lighthouse, which is technically in Point Lookout.

- Camera

#### C Door to Point Lookout

#### 5 Lighthouse Mechanism

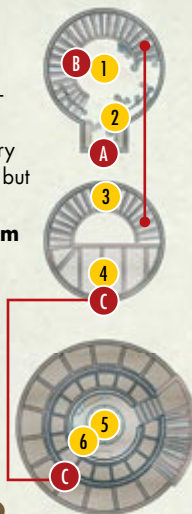
This mechanism is activated by a switch on the outer wall of this circular interior platform. The bulbs are shattered, but the lighthouse works and provides impressive lighting once the bulb is replaced.

#### 6 Table

A Holotape Note is available on this table, letting you know about a delivery meant for the lighthouse, but which has crashed to the north. This starts **Freeform Quest: The Seafarer's Friend**.

- Holotape Note
- Teddy Bear

Lighthouse interior



### UNDERGROUND LABORATORY: LEVEL OMEGA

#### B Door to Lighthouse interior

#### 7 Medical Locker Room

- First Aid Box (3)
- Laser Rifle
- Gatling Laser

#### 8 Security Desk and Terminals

Beware the turret and dummy terminal here.

- Frag Grenade
- Laser Pistol and Ammo
- Pulse Grenade (2)
- Pulse Mine (2)

#### 9 Storeroom

- Flamer Fuel (24)
- Electron Charge Pack (120)
- Energy Cell (120)
- Microfusion Cell (120)
- Carton of Cigarettes
- Ammunition Box

#### 10 Microfiche Room

Access the terminal here to read about some missing records.

- Microfusion Cell (40)

#### 11 Small Office

Collect items from this room. A terminal contains three missives.

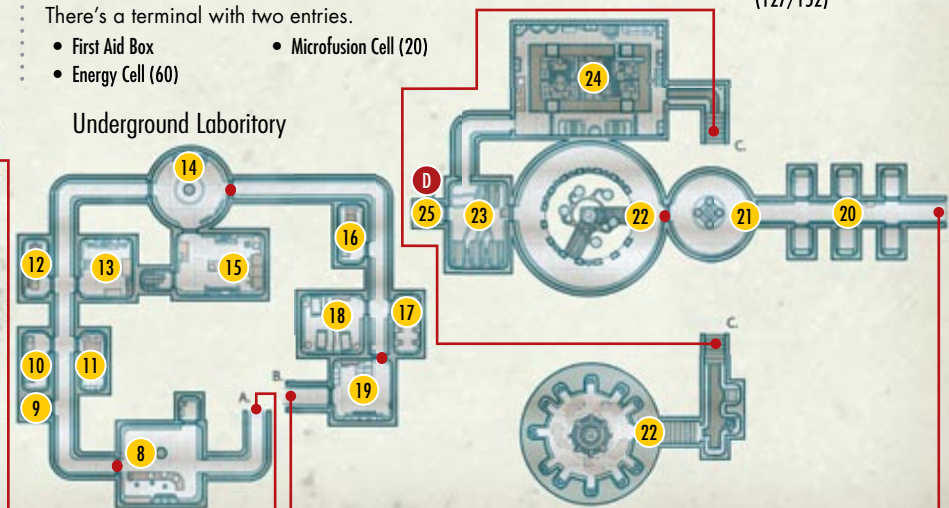
- Wall Safe Items
- Pre-War Book (101-103/103)
- Ammunition Box
- Laser Pistol

#### 12 Medical Office

There's a terminal with two entries.

- First Aid Box
- Energy Cell (60)
- Microfusion Cell (20)

Underground Laboratory



#### 13 Storage and Research Room

- Mesmetron Power Cell (20)
- Microfusion Cell (60)
- Ammunition Box (2)

#### 14 Circular Security Chamber

The Security Badges not found in particular rooms are on the bodies of Robobrain.

- Ammunition Box (2)
- Laser Rifle
- Mesmetron Power Cells (20)

#### 15 Computer Room

- Microfusion Cell (60)
- Fission Battery
- Energy Cell (40)
- Flamer Fuel (24)
- Ammunition Box (2)
- Level Alpha Security Badge (2)

### UNDERGROUND LABORATORY: LEVEL ALPHA

#### 16 Small Operating Room

#### 17 Restroom

- Psycho

#### 18 Hospital Room

There is a place to sleep here. Locate the Badge on the Robobrain.

- Health and Chems
- First Aid Box (2)
- Level Beta Security Badge

### UNDERGROUND LABORATORY: LEVEL BETA

#### 19 Locker Room

- Wall Safe Items
- Gatling Laser
- Laser Rifle
- Pulse Mine (2)
- Laser Pistol
- Energy Cell (80)
- Ammunition Box
- Police Baton (2)

#### 20 Cell Corridor

- First Aid Box

#### 21 Circular Security Chamber

#### 22 Professor Calvert's Brain Chamber (Two Floors)

Your final confrontation with Calvert (and perhaps Desmond) occurs here, in this large circular chamber with Protection guards. The following items may be accessible:

- Reward Vault Key
- Desmond's Eyeglasses (127/152)



**23 Server Room****24 Machine Room**

This simply leads down to the lower level of the Brain Chamber.

- Microfusion Cell (60)
- Whiskey and Carton of Cigarettes
- Pulse Grenade

**25 Vault Room**

Accessed using the Reward Vault Key.

- Work Bench
- Flamer Fuel (43)
- Energy Cell (75)
- Electron Charge Pack (109)
- Mesmetron Power Cell (16)
- Microfusion Cell (68)
- Various Junk for Custom Weapons
- Work Bench Safe Items
- Ammunition Box (2)
- First Aid Box (2)
- Microwave Emitter (128/152)

**D Ladder to Point Lookout**

This allows access to the Lighthouse Laboratory Hatch [6.I], which is now an excellent (and quicker) way to move between the laboratory and the surface.

## Secondary Locations

### 6.A: RUSTING SPEEDBOAT

(LAT 14 / LONG 09)



- Threat Level: 3
- Faction: Swampfolk
- Low Radiation

Almost hidden in a sand dune south of the USS *Ozymandias* [6.27] is a small, orange speedboat. This is useful for orientation.

### 6.B: SUNKEN TREASURE BUOY

(LAT 15 / LONG 10)



- Threat Level: 2
- Faction: Swampfolk
- Low Radiation
- Guns and Ammunition

Easily spotted just northeast of Yokels' Jetty [6.C] is a buoy in relatively shallow water. Dive down and search the rock pile for a fridge, a personal footlocker, two Ammo Boxes, and a safe.

- Ammunition Box (2)
- Sea Safe Items

### 6.C: YOKELS' JETTY

(LAT 14 / LONG 10)



- Threat Level: 3
- Faction: Swampfolk
- Low Radiation

There's a chance you may run into a fight between Swampfolk and a Mirelurk in this general area. Over on the jetty though, there's usually a Fishing Pole and some Wild Punga Fruit to snag.

- Wild Punga Fruit

### 6.D: CALVERT'S PERGOLA

(LAT 12 / LONG 13)



- Threat Level: 2

Offering excellent views of the Point Lookout Lighthouse [6.29], this imposing stone pergola features a seat you can use. To the west is a couch with some strewn Beer bottles. This area looks completely different once the mansion is no more, so make the most of the architecture while you can!

- Beer (4)

### 6.E: LIGHTHOUSE VISTA

(LAT 12 / LONG 13)



- Threat Level: 2
- Guns and Ammunition

An ancient local has drunk copious amounts of Whiskey and ended it all with a Pistol. Note the strange stem of flowers you can't pick up. Sit on the bench, and gaze south toward the lighthouse and cove.

- Teddy Bear
- 10mm Pistol

### 6.F: SUNKEN TREASURE BUOY

(LAT 14 / LONG 13)



- Threat Level: 2
- Low Radiation
- Guns and Ammunition
- Health and Chems

The buoy floating due east of the Lighthouse Vista [6.E] signals treasure scattered around a sunken car. There's some Railway Spikes, an empty and full crate, a Camera, First Aid, and a safe.

- Railway Spikes (40)
- Sea Safe Items
- First Aid Box
- Camera

### 6.G: LIGHTHOUSE JETTY

(LAT 12 / LONG 15)



- Main Quest: A Meeting of the Minds
- Threat Level: 3
- Low Radiation

On the cusp of Zone 5, and very close to the Sunken Treasure Buoy [5.P] in the cove, is a small jetty guarded by Mirelurks. You travel close to this location en route to the Point Lookout Lighthouse [6.29] during your Main Quest activities. There's only junk to scavenge, including a fearsome (but damaged) Gnome.

### 6.H: TOXIC BARREL DUMP

(LAT 13 / LONG 15)



- Threat Level: 3
- Low Radiation

A view of the lighthouse is marred slightly by this collection of rusting and irradiated barrels. Mirelurks inhabit these parts, too.

### 6.I: LIGHTHOUSE LABORATORY HATCH

(LAT 13 / LONG 16)



- Main Quest: A Meeting of the Minds
- Threat Level: 2
- Low Radiation
- Underground Connection

A small rock island worn smooth by wave action is otherwise nondescript, save for the circular metal hatch embedded in its surface. This cannot be accessed from the surface until you use it to emerge from the Underground Laboratory that the Point Lookout Lighthouse [6.29] connects to. Then you can descend a ladder down into the vault room. This is a shortcut to the surface after your Main Quest is complete.

### 6.J: SMUGGLER'S SHACK

(LAT 13 / LONG 17)



- Threat Level: 2
- Smugglers
- Low Radiation
- Guns and Ammunition
- Health and Chems
- Sleep Mattress

The farthest location southeast is a tiny island with a small shack on it. Used by Smugglers (and one is likely to be guarding the place), this is a drop-off point during their nefarious activities. After combat is over, check the island for Whiskey, three Ammo Boxes, a mattress to sleep on, and a First Aid Box in a rotting boat with a skeleton in it.

- Ammunition Box (3)
- First Aid Box

Chapter 6

# MOTHERSHIP ZETA



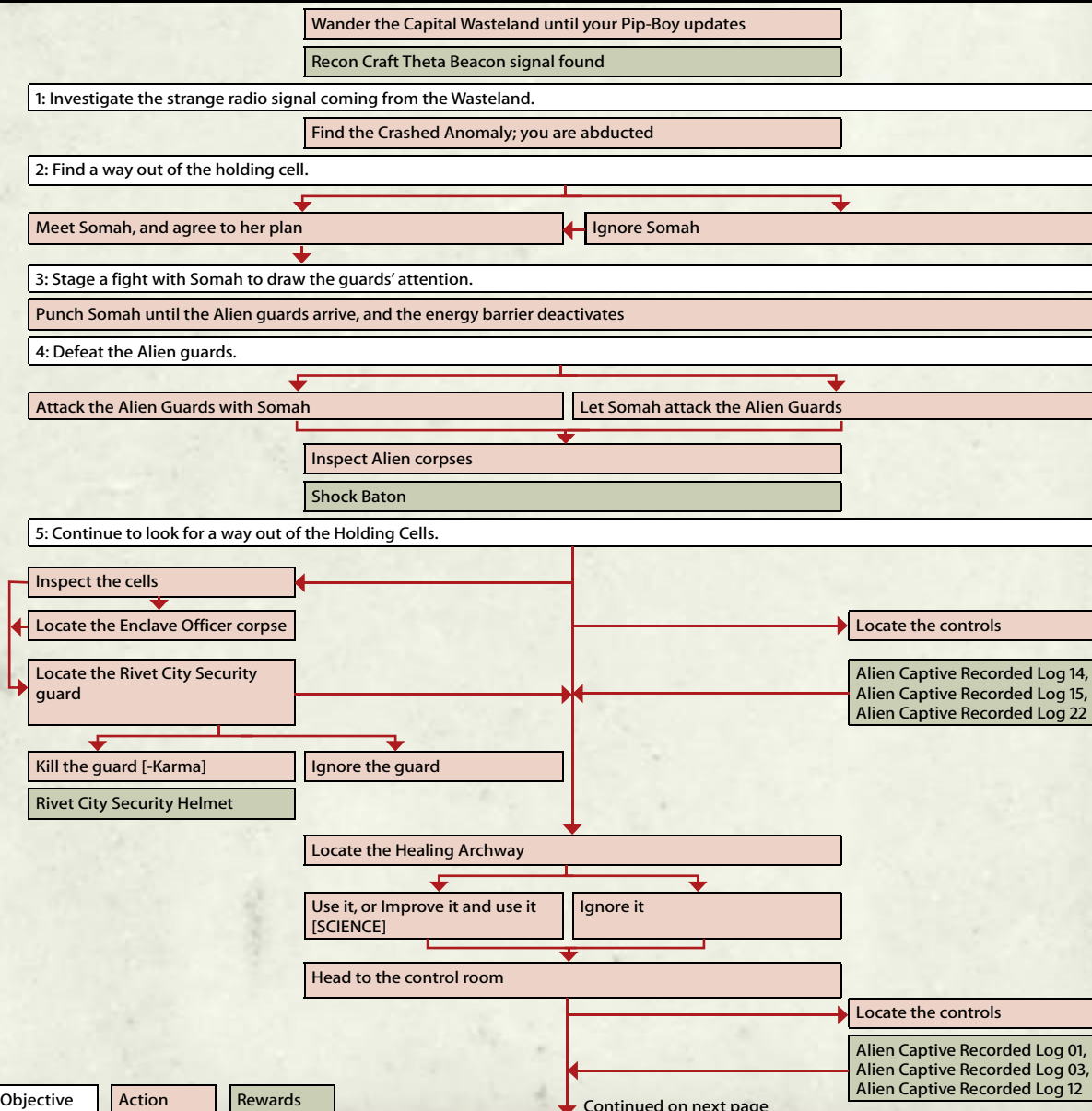
## Not of This World

As you're trudging across the Capital Wasteland, your Pip-Boy picks up an odd radio signal that's a mixture of static and strange, incomprehensible chatter. The source of the transmission is in a remote location in the Northern Mountains; you're shocked to discover a crashed craft with markings unlike any earth-bound plane you've ever seen. This shock turns to terror as you're grabbed by unknown forces and sucked up into an Alien Mothership.

### QUEST FLOWCHART

#### MAIN PATH

Main Characters	Somah, Sally
Locations	Crashed Anomaly, Holding Cells, Steamworks, Engineering Core
Adv. Items/Abilities	Science
Possible enemies	Alien, Alien Worker, Alien Turret



Color code: Objective Action Rewards

Continued on next page



↓ From previous page

6: Release Sally from her holding cell.

Destroy the generator core, release Sally

7: Reach the Engineering Core of the ship.

8: Retrieve your equipment.

Confiscated inventory

Enter the Steamworks and battle through

Alien Atomizer (first availability), Alien Biogel (first availability), Alien Epoxy (first availability)

Encounter Alien Workers

Kill them [-Karma]

Ignore them

Enter the Engineering Core and locate stasis pods

300 XP

## THE OTHERWORLDLY PRISONER

A previously dormant radio signal from a crashed craft has been intercepted and investigated by the Mothership.



### Note

A new radio broadcast has been heard across the Capital Wasteland. While completely unintelligible, it sounds ominous....



### Tip

Before you venture toward the source of this signal, consider storing any unnecessary items, because you may need inventory space during your next expedition. You may also wish to improve your Energy Weapons skill before attempting this quest.



### Recon Craft Theta Beacon signal

#### NEW OBJECTIVE

"Investigate the strange radio signal coming from the Wasteland" begins.

As soon as the beacon signal crackles into life, access your Pip-Boy. In the Data > Radio Menu, select "Recon Craft Theta Beacon" to actually listen to the signal itself. It seem to be emanating from the Northern Mountains Zone, and the signal strengthens (as does the low-level radiation count) as you attempt to locate the source. The signal is centered around a Crashed Anomaly, an odd-looking craft that is half-buried in the rocky ground on the eastern edge of this region. The place is guarded by Protectrons, and features other roaming creatures (the types of creatures vary depending on your level). The Crashed Anomaly is due north of the MDPL-13 Power Station [2.09], northeast of the Reclining Groves Resort Homes [2.07], and south-southeast of the Clifftop Shacks [2.04]. Once you finally locate the Anomaly itself, you can see it's either an experimental government craft, or...something not of this world!



Wha... what do you want from me...? What's that laser implement? Oh no, not the probe; dear god, anything but the probe!!

At the front of the wrecked craft lies a spindly figure near some ammunition. However, as soon as you step forward to reach this crash victim, you are violently plucked from the landscape in an electric blue maelstrom of light and force! There's no point struggling;

something has snatched you from the ground, and is sucking you up and away from the Capital Wasteland! You pass out. Time passes. You wake up strapped to an operating gurney while strange figures argue over your corpse in a language you cannot understand! They soon decide a partial dissection may be in order, and launch a probe. Your blurred vision diminishes as you pass out from the pain. Time passes.

#### NEW OBJECTIVE

"Find a way out of the holding cell" begins.

You wake in a curved cell with a Mercenary named Somah. Your entire inventory has been stripped away, and Somah explains she's not the only one caught on this colossal craft. When you ask how to get out of the cell, Somah quickly beckons you to the cell's perimeter; something is coming! The "something" in question (which is easily missed if you don't look up at the rail above your cell's open ceiling) is a giant claw that has plucked a human victim, and carries the struggling human away. Once the claw has disappeared, speak to Somah again. She actually thinks the Aliens made a mistake pairing you together. No, she doesn't want to be your sidekick, but you can both make a ruckus, making the Aliens think you're about to kill each other. Agree to this crazy plan; there are no better ideas to try!

#### NEW OBJECTIVE

"Stage a fight with Somah to draw the guards' attention" begins.

Put up your dukes, and begin a sincere round of fisticuffs. You can also just block continually, and let her do all the punching—you take far less damage, and she's in better shape (more Health) when the Aliens intervene. Keep fighting Somah, and it doesn't take long before two Alien guards appear at your energy door and deactivate it. This is your chance!

### NEW OBJECTIVE

**"Defeat the Alien guards" begins.**

Immediately charge your captors. Somah leads the way. At this point, you can:

Engage either or both of the guards in a flurry of fists, until they both crumple to the ground.

Leave Somah to deal with both the guards, and she eventually drops them both.

Inspect the corpse of the first guard to fall, gather a Shock Baton, and use it to quickly dispatch the second guard. Somah will, on occasion, go for the weapon herself.

Once both guards are defeated, inspect both corpses for more Shock Batons. Your objective updates. Ready yourself for further combat from the corridor to the west and strike down two more Alien guards with your Shock Baton.



### Shock Baton

**DAM 20, WG 2, VAL 70, Effects HP -2 (5s)**

### NEW OBJECTIVE

**"Continue to look for a way out of the Holding Cells" begins.**

You are temporarily safe. You can speak to Somah or ignore her. If you chat with her, you can simply tell her that you can handle the situation from this point. When you're ready to progress, head west. If you want to attempt a little more investigating, conduct a sweep of the Holding Cells themselves.

Search the cells, beginning with the southwestern one, closest to the exit corridor. Activate the mechanism on the wall to the right of the energy wall to dissipate it, and step into the first cell. Find a deactivated claw and a dead Enclave Officer here. Optionally search the officer's corpse; the uniform affords better protection than your current skivvies. Head north, out of the cell to the one opposite. Deactivate the energy wall and peer inside; this cell is empty. The next cell to the southeast has another motionless claw, and the cell opposite that (to the north) is where you and Somah were holed up.

Continue eastward, to the next cell to the south. Activate the mechanism, step inside, and try to speak to the Rivet City Security guard, who isn't making any sense.

Leave the guard alone...



Or bludgeon her for that helmet, if you wish.

At the eastern end of the Holding Cells is a dead end and small control room. Access the controls in here to download some fascinating audio of past victims of Alien abduction. When you've collected all three, head westward, out of this Holding Cell area.



This Rivet City Security guard's mind has already snapped. So she won't be needing that head protection, will she?

### FREEFORM QUEST: THE LEGEND OF ZETA



The Aliens aboard Mothership Zeta have kept copious recordings of their abductees, and the audio recordings made by these victims are enthralling. Accessed throughout the ship from control panels just like the one shown, they provide not only a fascinating back story, but sometimes give clues to areas and interactions you may make in the future. There are 25 of these Alien Captive Recorded Logs to find, and these are flagged throughout the quests. For a complete list, consult the Freeform Quest section at the end of the Mothership Zeta Walkthrough. For now, look for three controls where you can download a different log.

### FREEFORM QUEST

**The Legend of Zeta**



**Note: Alien Captive Recorded Logs 14, 15, 22**  
**Total Logs: 3/25**

## LITTLE GIRL LOST AND FOUND



A constant sub-zero temperature is needed so this ship's numerous cores don't overheat... interesting... perhaps it's time to bring the heat?

Head west, toward the rather ominous archway bathed in red light. Before you step through, you may wish to inspect this strange device a little more closely. You can:

Step through the archway; you instantly gain a small amount of Health from the odd

pulsing energy. You can revisit this again after it re-energizes, although the backtracking involved is somewhat tiresome.



With enough **Science** skill, you can tinker with the Healing Archway, increasing its healing power dramatically, but at the expense of the machine's longevity. If you decide to tweak the archway, step through it to completely restore your Health, after which the archway powers down. The overcharged archway will work three times, after which it becomes unusable.



**Tip**

You can tinker with every single Healing Archway throughout your investigation of the Mothership. If you have the Science skill, and aren't Level 30 yet, these are a good source of easy XP (as long as you're okay with them breaking eventually).

Step into the control room hub. There are numerous empty terminal desks, and a door to the west that is currently sealed. Once you've located any Alien Captive Recorded Logs, venture southward and open the door to a second holding cell area. You can hear the plaintive cries of a young girl; she's being held in the cell to your right (west). However, Sally's cell, and the other cells in this block, do not have control mechanisms. There must be another way to open them....



**Tip**

Did you notice the strange, glowing orange glyph in front of the western door you couldn't open? These appear infrequently throughout the Mothership, and hint at the location you should be heading toward. The "orange" glow indicates the area is part of the maintenance area, while "blue" glyphs indicate this area is part of a research division. The actual symbols represent the areas they allow access to.

### FREEFORM QUEST

**Freeform Quest: The Legend of Zeta**



**Note: Alien Captive Recorded Log 01, 03, 12**  
**Total Logs: 6/25**

### NEW OBJECTIVE

**"Release Sally from her holding cell" begins.**





At the far (southern) end of the cellblock corridor is a control switch. Activate it, noting the hologlyphs above the switch that indicate this is a generator core. The core rises up, and an icy mist hugs the floor. You quickly surmise that this core controls the energy doors, and deactivating the three surrounding core coolant switches will overheat the core itself. Once you've pressed all three coolant switches, stand back and watch the core explode! This sets off a blaring alarm, but there are no nearby foes to worry about. Ignore the three empty cells, and step in to greet your new little friend, a girl named Sally. She asks if you want to see the rest of the ship. You can converse with her, but you need to eventually agree to this plan. Sally runs off into the control room hub, and heads toward the door you couldn't open. She quickly crawls into a duct too small for you to access. Moments later, the door opens.



This little girl survived longer than you with no weapons and no training. Why don't you put her in charge?

**Tip**

You can also perform the same plan on almost every single core throughout your investigation of the Mothership.

**NEW OBJECTIVE**

"Reach the Engineering Core of the ship" begins.

**NEW OBJECTIVE**

"Retrieve your equipment" begins.

Step through the door and speak with Sally again. Depending on what you ask, Sally can inform you that she's always sneaking around the ship before being caught and deposited back in her cell. Also, her parents died after the bombs dropped, and she was abducted with her sister, who she hasn't seen for ages. Ask if she knows where she's going, and she answers in the affirmative; to the "big engine thing," and then the top of the ship, where the guy in charge hangs out. Apparently, he's "extra mean." Now head into the connecting corridor, and look left (south). Attack the Alien guarding the prisoner items storage room, then step inside. There's a switch to open the outer door to the Steamworks, and three Alien Containers. Two contain random items, but one has your entire inventory. Gather all of this before you go! Now fully equipped, head through the open door, and access the inner Door to Steamworks.



**Alien Container Items (2)**



**Complete Inventory**

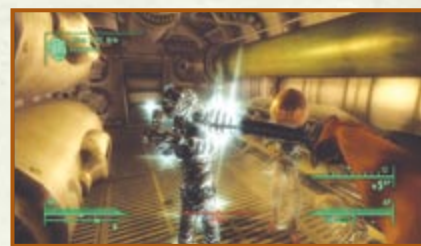
**Tip**

If you forget to retrieve your equipment, you can backtrack to grab your stuff, or access it once the entire quest is over, although in this case, you'll have to rely solely on items you acquire during your adventure aboard the Mothership.

## SLAUGHTER IN THE STEAMWORKS CORRIDORS

Sally stops at the belching steam nozzles in front of you and tells you she's using the ducts you can't squeeze through to reach your destination: the Engineering Core. You can now head into the Steamworks.

The alcove on your right is a broken teleporter. On your left are metal shelves full of strange devices, none of which are usable. Move through the Steamworks corridors heading left (south) and then right (west). The steam isn't harmful, but that can't be said of the trio of Aliens that charge in to attack you. Battle them into a deadly submission before you continue. Fleeing isn't an option because you're soon overwhelmed.



Aliens wield a variety of offensive weapons, and are clad with or without helmets, and with or without strange cloaking armor. All must be crushed!

**Note**

Naturally, Sneaking with Stealth Boys is also an option, although you need to have brought a plentiful supply of these cloaking devices.

**Tip**

By this point in your adventure, you should have access to a wide variety of new aid and equipment. Pick up the Alien Atomizer and Alien Disintegrator (ranged Energy Weapons), along with their ammunition (Power Modules). Crystals can be sold for Caps once you make it off the ship. For tasty treats, scarf down Biogel (along with its health benefits, it also inflicts you with a random biochemical anomaly when eaten). A healthier option is Squid and Worm Food, which offer Health renewal without the pesky radiation of earth eats. And remember to grab Crystals (for your weapons) and Epoxy (to repair them) too.

**Tip**

Alien Epoxy is a fantastic item; it increases the condition of your current weapon, and can be used to repair any weapon, including unique ones that usually can be tinkered with only by Repairers or Merchants.

After searching the Alien bodies, head north around the left corner and into a very long maintenance corridor, stretching westward. The door on your left (south) is locked, so continue forward, checking the shelving left and right of you for a few scattered Crystals. Around two-thirds of the way along the corridor, you face a quintet of Alien foes, so use the alcoves on the right (north) side of the corridor for cover. Methodically dispatch each Alien foe, ideally grabbing either of their ranged weapons and employing them in future encounters, if you wish. Keep the combat up until everything extraterrestrial is eliminated. Move to the far (west) end of the long corridor, readying for combat with two more Aliens.

Once the area is secured, turn left (south), and enter the open doorway to a Healing Archway. Heal or (**Science**) fully heal yourself. Then head eastward down a narrow maintenance corridor parallel to the corridor you were just in, to the far end and a small room with an Alien Container, and the locked door you couldn't access before. Retrace your steps to the west end of the corridor, then follow it north, through the doorway.



**Large Alien Crystal (2)**  
**Small Alien Crystal**



**Alien Atomizer**



**Alien Disintegrator**



**Alien Container Items**





Face a flurry of foes on the Steamworks Bay balcony, along with two new robotic adversaries.

Enter the Steamworks junction, and secure any items you wish from the Alien Container. You now have two options: two doors ahead (north) of you both lead to the Steamworks Bay. Or, you can head left (west) around and up the stairs that allows

access onto the Steamworks Bay's balcony area, which is preferred because you can conveniently attack foes on the balcony and those below, using your height advantage. Attack the Alien on the stairs to the balcony, another ahead (east) of you as you enter the L-shaped balcony itself, and two more Aliens along with their Support Drone robot buddies as you progress along the main balcony itself. The chamber isn't secure until you locate any remaining foes on the ground level. Afterward, you can search the balcony alcoves for an Alien Container, before descending the metal steps to the exit doorway (northeast).



### Alien Container Items

Exit onto a catwalk, where you'll encounter two Alien Workers, clad in distinctive red jumpsuits. They are harmless, and they attempt to cower or flee at the sight of you. You can:

Leave them, because they simply run and hide without alerting any additional foes. Or,



Slay them where they huddle. The only good Alien is a dead Alien! Right?

At the other end of the enclosed catwalk is an Alien Turret. Blast it, and the Alien under it, before you continue into a connecting corridor with a Healing Archway. Open the doorway and step out into a secondary Steamworks Bay. Expect to dispatch around four Alien foes as you negotiate the massive pipes and machinery. Ascend the metal steps to the east, heading up to a balcony where you can inspect an Alien Container and find the exit catwalk bridge. Cross it to the balcony control banks, and peer through the windows to the north. A foe opens the door to your left. Quickly slay the Alien scum, and step through the door, blasting another turret.

Move into the connecting chamber with the smoking remains of the turret, and locate the exit on the north wall. Ahead is a Healing Archway, but don't dash forward because two more Alien foes need dispatching. Now descend the metal steps behind the Healing Archway, and move down an L-shaped corridor into the Maintenance Bay, moving west while continuing to drop Aliens where they stand. Expect a few more foes among the steam nozzles and piping. Locate the door on the north wall, leading up some steps to an upstairs control room, where two more Alien foes need their heads exploded. Only then should you rendezvous with Sally, who has appeared from her duct crawl. The nearby utility room where she arrived from has a Healing Archway and is brimming with the following items:



Alien Container Items (2)



Small Alien Crystal (2)  
Large Alien Crystal (2)



Alien Biogel



Alien Power Cell (48)

Sally is ready to progress to the Engineering Core, but you need to clear the way for her first. Head east along the catwalk, which splits off to the right (south). The computer banks at the east balcony have no use, but there are some delicious foodstuffs on the table! Return to the junction and head south, which leads to another catwalk split to the right (west). Continue south and destroy the ceiling turret if you wish; the balcony behind the turret holds no items. Now maneuver west along the remaining catwalk section, blasting another turret as you reach the exit corridor. Open the Door to Engineering Core.



Alien Worm Food



Small Alien Crystal (2)

## A CHILLY RECEPTION

The awe-inspiring majesty of space is tempered slightly by the masses of junk these Aliens have collected, and it's only going to get worse....



Follow Sally southward, up the stairs of the Engineering Core, until the corridor opens up left and right. To the left is a secondary, parallel corridor you are welcome to investigate; it leads to a small storage room with an inaccessible door and energy wall you can't shut off. Head south, and you emerge into the massive core chamber itself, but underneath the walkways you need to be on. The place is devoid of foes, but there are two Alien Containers you can ransack. Once you've inspected this area, return to the entrance corridor, and follow Sally across (west) to the Observation Deck, where you can witness the view of the sun from space. Inspect the desks by the observation windows for Crystals, as well as the metal shelves to the left of the stairs where Sally awaits.



Small Alien Crystal (7)  
Large Alien Crystal (4)

Sally tells you to follow her, so head up the stairs, turning around (north) to check the Door to Decompression Chamber. Adjacent to that is a Teleporter to the Bridge, but both of these access points are inaccessible at the moment. Sally explains that this "tingly elevator" was working the last time she was here, but that the Aliens must have shut it down. She has another plan though; follow her southward, into the large core chamber. Before you step onto the crisscrossing gantry platforms, check the shelving on your left for Alien Epoxy, then head toward the core. To your left (east) is a large circular doorway to the Hangar, and a sliding door to the Cargo Hold. To your right (west) is an unused teleporter, a large circular doorway to Robot Assembly, and a sliding door to the Engine Room. None of these locations can be accessed, so follow Sally southward, into the stasis pod chamber. Sally immediately chats to you, telling you she never had the courage to wake up the four human figures encased in the pods inside this room. However, the "spaceman" may be willing to lend you his suit. Query her logic, and she tells you that the suit is needed because the only way to the top of the ship is to head outside! Once you finish your conversation with Sally, this part of the quest completes.



Alien Epoxy



300 XP





# Among the Stars

It's time to plan the overthrow of your Alien masters. This involves thawing allies: an Army medic, an old western gunslinger, a samurai, and a spaceman who doesn't survive. The three prove especially useful (along with Somah and Sally) as you navigate through three mandatory expeditions to shut down generators across the ship, so that the Decompression Chamber may be accessed. After a final rendezvous back at the Engineering Core, where your friends have unearthed a mass of additional equipment, you can proceed into the inky blackness of space itself....

## QUEST FLOWCHART

### MAIN PATH

Main Characters	Somah, Sally, Elliott Tercorien, Paulson, Toshiro Kago, Colonel Hartigan (Deceased), Corporal Rheems (Deceased), Private Mears (Deceased), Corporal Spurlock (Deceased), Private Beckett, Sergeant Daniels
Locations	Engineering Core, Cryo Lab, Cryo Storage, Hangar, Robot Assembly, Maintenance Level, Waste Disposal, Engine Room, Cargo Hold, Research Lab, Decompression Chamber, Space Walk, Observation Deck
Adv. Items/Abilities	Speech, Black Widow, Child at Heart, Science, Medicine
Possible enemies	Alien, Alien Worker, Alien Turret, Support Drone, Guardian Drone

1: Release the humans in stasis.

Thaw out Toshiro Kago, Elliott Tercorien, Colonel Hartigan, Paulson

Locate the controls

Alien Captive Recorded Logs  
05-08

2: Speak to Sally.

Speak to Paulson

Kill Paulson

Paulson's Outfit, Paulson's Revolver, Sheriff's Hat

[SPEECH] or [BLACK WIDOW]  
Find out more about Paulson

Speak to Toshiro Kago

Kill Toshiro Kago

Samurai Outfit, Samurai Helmet

Speak to Elliott Tercorien;  
[Medicine] Ask Elliott to assist you medically

Kill Elliott Tercorien

Adapted Biogel

Winterized Medic Armor

[SPEECH] or [BLACK WIDOW]  
Find out more about Tercorien

Speak to Somah, ask her to repair items

Kill Somah

[SPEECH] or [LADY KILLER] Find out more about Somah

Allies (except Sally) turn hostile

Inspect Colonel Hartigan's corpse

Spacesuit

Speak to Sally again

3: Destroy the generator in the Cryo Lab.

4: Destroy the generator in the Hangar.

5: Destroy the generator in the Robot Assembly.

6: [Optional] Request help from the people you've revived

Speak to Elliott Tercorien

[MANDATORY] Enter the Cryo Lab, battle to the Cryo Storage

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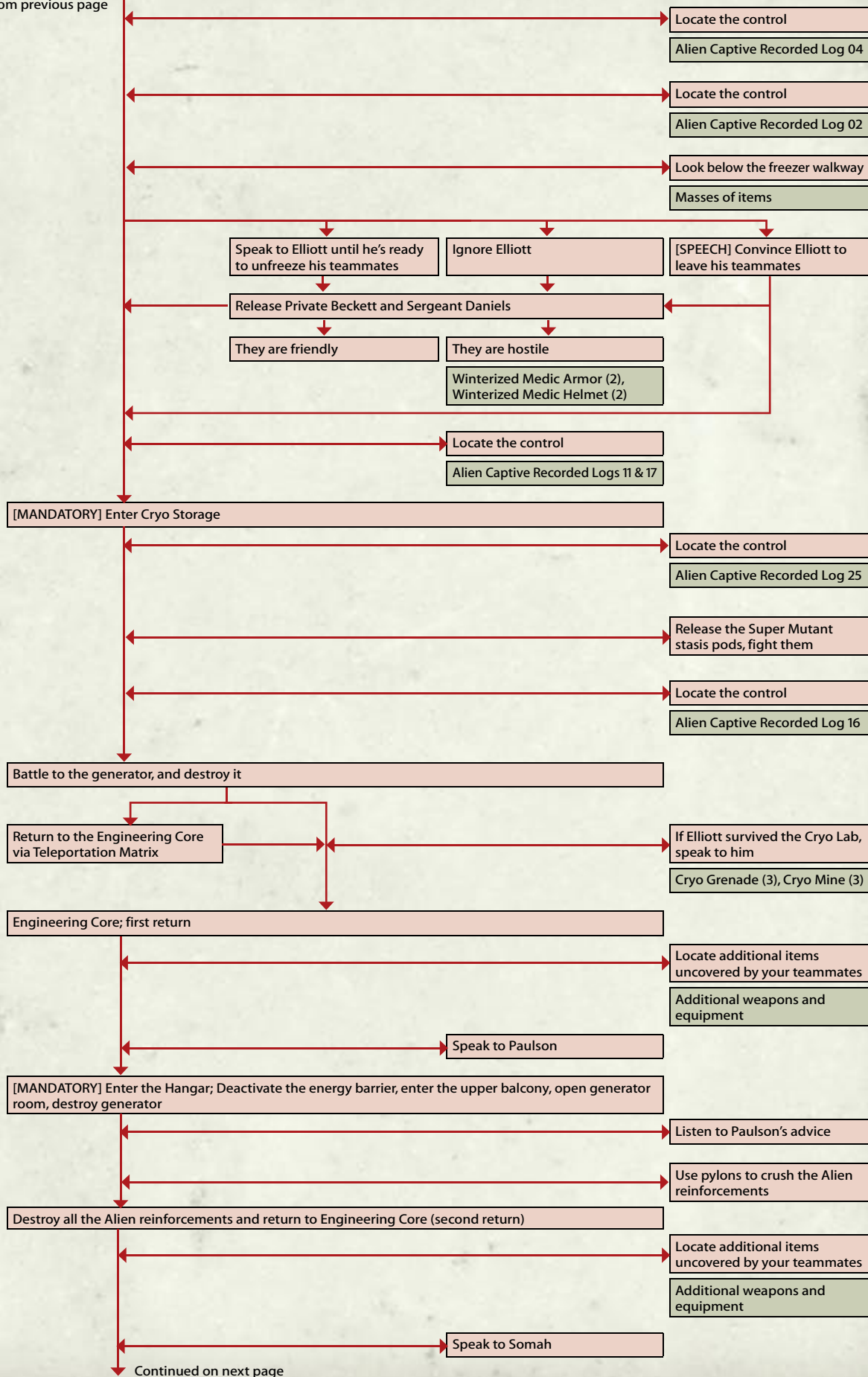
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Objective

Action

Rewards

From previous page







From previous page

[MANDATORY] Enter the Robot Assembly

Somah provides covering fire and additional balcony access

Override the Electronics Access Panel and battle to the generator inside the Robot Assembly; return to Engineering core (third return)

 Locate additional items uncovered by your teammates  
 Additional weapons and equipment, Buttercup Toy

7: Speak to Sally.

[CHILD AT HEART] Speak to Sally: Access Sally's secret stash

Additional weapons and equipment

The following boxes represent optional choices:

Enter the maintenance Level, ride the trash compactor

Enter waste disposal, battle back to Engineering Core

Search the semicircular catwalk

General Chase's Overcoat, Alien Captive Recorded Log 19

Search the First Aid Storage shelves

Engineering Core; fourth return

Locate additional items uncovered by your teammates

Samurai Sword, First Aid Box Health and Chems (8)

Additional weapons and equipment, Nuka-Grenade

Enter the Engine Room, explore the area

Locate the windowed room off the main reactor chamber

Engineering Core; fifth return

Electro-Suppressor

Locate additional items uncovered by your teammates

Enter the Cargo Hold, explore the area

Search the Cargo Hold

Additional weapons and equipment, Nuka-Cola Quantum (3)

More items than you can possibly imagine, Mini-Nuke

[SCIENCE] Locate Reid Underwood's Terminal, unlock and find safe in detritus pile

Enter the Research Lab, battle your way back to the Cargo Hold

Locate the control

MPLX Novasurge

Alien Captive Recorded Log 13

Locate the control

Locate the Giddyup Buttercup Warehouse

Alien Captive Recorded Log 21

Buttercup Toy

Engineering Core; sixth return

Locate additional items uncovered by your teammates

Additional weapons and equipment, Mini-Nuke, Nuka-Cola Quantum, Buttercup Toy

Move to the Door to Decompression Chamber

8: Gain access to the upper level of the Alien ship.

Wear the Spacesuit, move to the airlock

9: Find a way to activate the Access Teleporter.

Press the three circular hatches, teleport to the upper area

300 XP

## THAWING OUT THE POD PEOPLE



A cowboy with a hair-trigger, an incomprehensible samurai, an overly emotional Army medic, and one dead spaceman. Your new team might need more than a pep-talk to overcome the odds.

### NEW OBJECTIVE

"Release the humans in stasis" begins.

After you speak with Sally about the stasis pods, your objective updates. Releasing the humans in stasis is straightforward; simply activate the stasis controls, and the chamber fills with clouds of vapor as the captured humans slowly thaw out from their deep sleep. During this time, activate the controls by each stasis pod to acquire four more Alien Captive Recorded Logs. Once the bodies thaw out, three of the four trapped humans step out and begin to stretch their legs. They seem groggy but friendly, although Somah is slightly agitated about your newly formed team. You can speak with any of them, but to continue your quest, find Sally and talk to her. One of the humans you just released didn't make it: the spaceman himself.

### FREEFORM QUEST

Freeform Quest: The Legend of Zeta



**Note: Alien Captive Recorded Logs 05-08**  
Total Logs: 10/25

### NEW OBJECTIVE

"Speak to Sally" begins.



### Note

Before or after you speak with Sally, you may wish to find out a little more about each of your recently released allies. The results range from amusing to unfathomable. For preferred results, listen to each Recorded Log before conversing with them. If you want Paulson, Elliott, or Somah to accompany you on your next set of explorations, talk to Sally, then your chosen ally, for more dialog options.

## STASIS QUO: PAULSON THE GUNSLINGER

Speak with the cowboy, and you'll find him suitably gruff and curt with you, although he deems you his best bet in terms of escaping. Assuming you don't offend his sensibilities, you can ask him how he was captured.

He doesn't apprise you of this information.



Or, if you've listened to his Recorded Log (05), you can ask him where he's from, and if successful with your **Speech**, he tells you that his wife and kid were sucked up into this hellhole, too.



A similar line of questioning exists if you have the **Black Widow** perk.

Speak to Sally, then return to Paulson, and ask him to accompany you into the Hangar. Choose this option only when you're ready to proceed, or cancel the plan by telling Paulson to remain here.

## STASIS QUO: TOSHIRO KAGO THE SAMURAI

Speaking with Toshiro Kago is an exercise in futility, as the man is fluent, but in a language you are completely unfamiliar with (Japanese). However, to help you understand the phrases that Toshiro Kago may utter, heed the following translation compilation. Remember that even with this translation, you still cannot converse easily with the samurai, and currently, your conversation only stretches to greetings and (what you assume is) polite banter. It also seems that Toshiro has lost his sword, which you may gather later into this expedition. He doesn't offer to accompany you on any explorations, and you can't take him.

### Toshiro Kago Japanese-to-English Translation Chart

UTTERANCE (JAPANESE)	TRANSLATION (ENGLISH)
Sappari wakaran. Koko ga doko nanoka mouse. Sessha no ken wa do shita?	I cannot understand you. What is this place? What have you done with my sword?
Sessha no ken wa dokoda? Ima sugu kaesanu ka!	Where is my sword? I must have it at once!
Nani wo itte orunoda. Kono chi ni mioboe wa nai. Ittai sessha ni nani wo shita?	What are you saying? What is this place? What have you done to me?
Sessha no ken wo imasugu kaesunoda. Hayaku kaesanu ka!	I must have my sword at once. Return it to me!
Onushi, ittai nanimono? Sessha wa naze koko ni iru?	What? Who are you? Why am I in this place?
Sessha no ken wa do natta. Eei, hayaku kaesanu ka!	What has happened to my sword? I must have it! Give it to me!
Nani wo itteorunoda. Sappari wakaran. Nantoka shite kure.	What are you saying? I cannot understand you! You must help me!
Nantoka senuka! Sessha no ken wa ittai doko ni arunoda!	You must help me! I must find my sword at once!
Oh, sessha no ken! Katajike nai.	My sword! You have my gratitude.
Sumanuga, korekara dosuruka hitoride kangaetai. Shitsurei suru.	Please excuse me. I must now meditate on this situation before proceeding further.
Oh, sessha no ken! Kaeshite moraerutowa, katajike nai.	My sword! You have my gratitude for returning it.
Sumanuga, sessha mizukara korekara okurukotoni sonaenaba naranu.	Please, excuse me. I must prepare myself for what is to come.
Oh, korekoso sessha no ken. Katajike nai.	Yes, yes! This is what I have been searching for! I am in your debt for its safe return.
Sumanuga, sessha mizukara korekara okurukotoni sonaenaba naranu.	Please, excuse me. I must prepare myself for what is to come.
Onushi, naniyue sonoyo ni hanasu? Nanika shomo no mono demo arunoka?	Why are you speaking to me in this manner? Do you want something?
Nanda kono arisama ha? Youkaihenge ka?	What is this madness? Demons, magic?
Hanase, imasugu!	Release me at once!
Kikoenuka, hanase, ima...	Do you hear me? Release me at <zap>
Mata makafushigina oto da. Eirian ka?	There it is again. Is that an Alien?
Iretekure! Sessha wa eirian deha gozaran. Sessha wa samurai nari. Otonomi mosu!	Let me in! I'm not an Alien! It's me. The samurai! I implore you!
Ya, kore wa katajike nai. Soregashi ni dekiru kotoga gozareba nannarito.	Hello. Many thanks. Are there any bugs that need killing?
Tatakai no kachimake ha, seme to seme no hazama ni aru.	The battle is fought and won in the pauses between strikes.
Hajimari ni ketsumatu wo mi, ketsumatsu ni hajimari wo miru. Soremade wa dojite wa naran.	See the end in the beginning, and in the beginning the end. Act not until then.





(continued)

UTTERANCE (JAPANESE)	TRANSLATION (ENGLISH)
Makuteki naki okonai wa tadano kaze, ketsui aru okonai wa hue no shirabe to naru.	Action without purpose is so much wind. Action with resolve is as a melody from a flute.
Kotoba de wa tamashii wo iyasezu. Chinshi mokko aru nomi.	The tongue tires the soul. Shush now.
Shiii!	Shhh!
Jyama wo suru na.	Please do not disturb me.
Onushi wa nanimono? Koko wa doko da?	Who are you? What is this place?
Sessha no ken! Sessha no ken wa dokoda?	My sword! Where is my sword?
Nanto? Nani wo nozonde orunoda. Nani yue, onushi no iu koto ga wakaranu noda?	What? What do you want from me? Why can I not understand you?
Ken wo ubawarete shimatta, taegataki kutsujoku!	My sword has been taken from me. This dishonor cannot stand!
Ken wo sugu torimodo saneba naranu!	I must have my sword at once!
Nani ga okotta noka, kento ga tsukanu.	I do not understand what has happened to me.
Youjutsu de sessha wo toraeta youkai me. Kono mama de wa okanu zo!	These demons that have captured me with their dark magic... They must pay for what they have done!
Youkai kara mi wo mamoru niwa, ken ga iru.	I must have my sword if I am to defend myself against these demons.
Hito wo azakeru na. Onushi no monoii wa sappari wakaran.	Why do you taunt me? I cannot understand you at all.
Sessha wo tasuke takuba, sessha no ken wo sagashi dase!	If you wish to help me, then find my sword!

## STASIS QUO: PRIVATE ELLIOTT TERCORREN THE MEDIC

Private Elliott Tercorien, U.S. Army medic, Serial Number 3477809 is a bundle of nerves, and still confused after his thawing (previous "experiments" seem to have given him an unhealthy fear). You can soothe or sarcastically berate him, continuing the conversation until Elliott asks whether you've seen his men. You haven't, but should agree to find them if you want. You can:



Ask Elliott if there's a chance he could assist you medically. It seems he can; simply ask him to make you some Adapted Biogel. Hand over Alien Biogel for the procedure, and you'll have a more potent healing agent.

Talk about how he was captured; he goes on about a horrific encounter with a blue light. You can also ask where he's from (the 108th Infantry Battalion stationed at Anchorage, Alaska).

Ask him about Toshiro Kago.

Ask him to join you for the investigation of the Cryo Labs. He is happy to join you, but it is only necessary to ask him when you're ready to go.



**Adapted Biogel**

## STASIS QUO: SOMAH THE MERCENARY

You may already have heard about Somah's abduction, but you can speak to her again, along with the following helpful conversations:

Try requesting her help when you wish to embark on a hunt around the Robot Assembly area. She's happy to join you.



You can also ask her to **Repair** any damaged items you may be using, or have acquired.

## STASIS QUO: COLONEL HARTIGAN THE DEAD ASTRONAUT



The only frozen fellow not wandering around and stretching his legs is Colonel Hartigan, who is lying in a crumpled heap inside his pod. You can listen to his abduction by accessing the Recorded Log 07, but the main reason for inspecting his corpse is to obtain the Colonel's Spacesuit. Don't put it on yet; save it for later.



**Spacesuit**

## STASIS QUO: KILL EVERYONE!



If you're feeling malicious, or simply want to collect some unique items and can't wait until the end of this quest, you are welcome to slay any of the three surviving Pod people, and Somah if she turns hostile. You cannot kill Sally. This plan isn't recommended because you can't collect all the unique items at this time, and you should leave your allies alive for as long as possible, or until they are no further use to you.



**Sheriff's Hat**



**Paulson's Outfit**



**Paulson's Revolver**



**Samurai Armor**



**Samurai Helmet**



**Winterized Medic Armor**

## STASIS QUO: SALLY THE SURVIVOR

When you're ready to complete your objective, head over to Sally, who's usually lamenting the death of Colonel Hartigan. It looks like you're taking his place when it comes time to attempt a space walk. For the moment though, Sally needs you to suck out all the air in various parts of the ship, so the Aliens won't harm you when you venture outside. For this to happen, you need to power down generators throughout the Mothership. There are three: one in the Cryo Lab, one in the Hangar Bay, and one in the Robot Assembly area. Your objectives update.

### NEW OBJECTIVE

"Destroy the generator in the Cryo Lab" begins.

### NEW OBJECTIVE

"Destroy the generator in the Hangar" begins.

### NEW OBJECTIVE

"Destroy the generator in the Robot Assembly" begins.

### NEW OBJECTIVE [OPTIONAL]

"Request help from the people you've revived" begins.



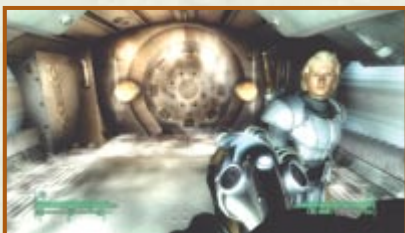
## EXPLORATION PREPARATION



### Caution

Read the following information carefully, because there are numerous areas of the Mothership to visit, many items to obtain in a particular order, and some locations that are purely optional to check out.

Ready? Then optionally choose a thawed-out chum to help out, and head for the nearest side door.



The remainder of this portion of the quest is spent on mandatory and optional tasks in different areas. Here's the order the information breaks down in:

- A thorough search of the Cryo Lab, and generator destruction [Mandatory].
- A meticulous maneuvering through the Hangar Bay, and generator destruction [Mandatory].
- A complete ransacking of the Robot Assembly area, and generator destruction [Mandatory].
- The investigation of the Maintenance Level [Optional].
- The investigation of the Engine Room [Optional].
- The investigation of the Cargo Hold [Optional].
- Backtrack to the Engineering Core, where new and increasingly rare items are found each subsequent time you return [Optional].

You can explore locations A, B, C, D, E, and F in any order you like; the following order simply completes the objectives in the order they were given.

Each time you conclude an exploration in location A–F and return to the Engineering Core (G), the remaining team members uncover new items and equipment for you to optionally take.

One ally can accompany you to locations A, B, or C; but there are specific advantages if a particular ally accompanies you to a specific area. They will let you know if they aren't suited to a particular location.

Or, you can head into any area on your own.

For optimal results, bring the following allies with you to the following three areas (this completes the optional objective "Request help from the people you've revived"):

- » Elliott Tercorien: Cryo Lab
- » Paulson: Hangar Bay
- » Somah: Robot Assembly

Toshiro Kago remains in the Engineering Core area due to language barriers and a lack of weaponry, until a sword is presented to him.

## A. CRYO LAB: A FROSTY RECEPTION



### Note

This investigation is mandatory.



The Aliens give you that typical cold shoulder treatment. Make sure Tercorien is with you so you're blasting little green men from multiple angles.



### Tip

For unique occurrences and inventory items, order Elliott Tercorien to accompany you into the Cryo Lab. Ask him for help when you're in the Engineering Core, just prior to entering the Cryo Lab.

Step into this gigantic meat locker, ideally with Elliott in tow, and move through the connecting chamber into the initial area. Make quick work of an Alien with a baton, and quickly inspect these first two rooms, composed of two stories of icy balcony and floor. Check the winding balcony to the north for an Alien Container near a Teleportation Matrix you can't access yet (you return here from further into this zone). On the opposite (south) side of the two chambers is a glass floor allowing you to observe the room below. Activate the release mechanism so you can access this lower chamber. Then head down into the freezing lower floor and check the scattered items around the stair support for Epoxy and Crystals. A small corridor heads south (flick the switch above to turn off the energy barrier) into the chamber with the glass roof. This storage area has Biogel, junk, 5.56mm Ammo, three Alien Containers, and a Healing Archway. Return here if you need any of this. Before you go, make sure you snag the Recorded Log from the corner control.



**Alien Container Items (4)**



**Alien Epoxy**



**Small Alien Crystal (4)**  
**Large Alien Crystal**



**Alien Biogel (2)**



**5.56mm Round (16)**

### FREEFORM QUEST

**Freeform Quest: The Legend of Zeta**



**Note: Alien Captive Recorded Log 04**  
**Total Logs: 11/25**



Elliott proves to be a most proficient "bullet sponge." He can take a lot of damage and will heal himself when combat is finished.

Pass through the connecting corridor and into a conduit room between two freezer chambers. Elliott storms right in, and you can follow and brandish your favored Alien-culling device. This can include the Drone Control Device, which you can use to control the otherwise-

stationary Drones to aid you in combat against the extraterrestrials. Tear through the Aliens guarding the freezer rooms before checking out the conduit room you're in. A mass of machinery with a Healing Archway is available, as well as some cowering Alien Workers and two Alien Containers to check. Then look north and south. There are banks of windows on each side, and a switch in the middle.





Locate the Drone Control Device by visiting the Robot Assembly.

Activate the switch facing the north freezer, and stasis pods slowly ascend. Do they contain Elliott's men? No; instead, a rabid Raider and a Feral Ghoul promptly attack you both. Lay waste to them before checking the switch along the south glass viewing wall. The south freezer room has two pods you can activate, with a Raider and a Ghoul to tackle. Ignore the switch, or activate it and fight, but don't forget to check the freezer room control in the southwest corner for another Recorded Log.

## FREEFORM QUEST

Freeform Quest: The Legend of Zeta



**Note: Alien Captive Recorded Log 02**

**Total Logs: 12/25**

## FREEZER BURNS

Head through the circular door between the two freezer rooms and follow it around to the right (north). Ahead is the main experiments freezer in this Cryo Lab, guarded by a number of Aliens. You can wade in here with little regard for your, or your Follower's,

safety, or you can access the door on your left (west), and step quickly into an observation room. There are three switches to press here. The one between the windows raises up and releases all the stasis pods, creating more of a diversion as additional Raiders and Ghouls are released and battle their Alien masters. The larger control on the wall is useful for overloading the freezer room's turret. Meanwhile, the final switch releases the storage room door, giving you access to a mass of confiscated junk; the best bits are listed below:



Raising all the stasis pods and causing a pitched battle in the main freezer allows you to sit back and watch the carnage you caused.



**Flamer Fuel (33)**



**Railway Spikes (9)**



**Alien Epoxy (2)**



**Alien Biogel (2)**



**Alien Container Items (2)**



**Chinese Commando Hat**



**Chinese Pistol**



**Frag Grenade**



**Small Alien Crystal (2)  
Large Alien Crystal**

Head into the large freezer balcony, and you'll face a trio of Aliens, plus three Ghouls and three Raiders all fighting each other. Wade in for the XP, or watch from a safe distance. The switches on the balconies simply activate individual pods, which are empty if you already activated the main switch in the previous room. Then optionally drop down

to the storage area under the freezer balconies; there's a mass of stored items on the shelves and scattered about the floor (giving you an idea of who the Aliens abducted in the past), including the following:



**Recon Armor and Helmet**



**Scoped .44 Magnum and Ammo**



**Darts (20)**



**Microfusion Cell (18)**



**Electron Charge Pack (24)**



**Railway Spikes (19)**



**Combat Armor and Helmet**



**Plasma Pistol**



**Alien Epoxy**



**Power Armor and Helmet**



**Ammunition Box**



**Laser Rifle**

## UNFREEZING THE 108TH INFANTRY BATTALION

Exit to the north, following the corridor around to a secondary access corridor leading to a control room. Peer through the windows to see a group of Aliens experimenting on the corpses of Elliott's men! The examination room can't be entered, but you can pay back the Alien scum for their inhuman hacking! Simply press the middle switch between the windows (if Elliott is with you, he angrily does this for you), and the entire experimental surgery room is coated in cryo-steam, freezing the corpses and Aliens alike. The doors activate, allowing you access into the chamber. Check with Elliott, and he tells you he's found some cryogenic material, which comes in very handy later. You can check the table for the corpses of Corporal Rheems, Private Mears, and Corporal Spurlock. While Elliott rants, quickly sweep the room for the items listed below, and two more controls, allowing two Recorded Logs to be downloaded to your collection.



**Note**

If you froze the examination chamber without Elliott accompanying you, these soldiers appear simply as Wastelanders.



**Frag Mine**



**Pulse Grenade**



**Advanced Radiation Suit (2)**



**.32 Pistol and Ammo**

## FREEFORM QUEST

Freeform Quest: The Legend of Zeta



**Note: Alien Captive Recorded Logs 11 & 17**  
**Total Logs: 14/25**



**Note**

In the adjoining chamber are two stasis pods. Depending on your actions, these may contain two humans that can help (or hinder) your ongoing expedition here:

If Elliott Tercorien is not with you, these stasis pods are empty. Ignore them, and exit northward, into Cryo Storage.

If Elliott Tercorien is with you, there are two frozen forms inside the stasis pods! Elliott recognizes them as his squad-mates. At this point, you can:

- » Revive the squad-mates yourself. Private Beckett and Sergeant Daniels are deranged and hostile, and you must fight them because they attack anyone, even each other!



Convince Elliott (with **Speech**) to leave the squad-mates to their icy doom.

- » Talk to Elliott a number of times, until Elliott mentions he has the necessary cryogenic materials to restore their memories, and has checked on their status. Once this has occurred (by speaking with Elliott again and again until he tells you to open the pods), elect to release the two soldiers. Not only are Private Beckett and Sergeant Daniels alive, but they recognize Elliott, who gives them a Chinese Assault Rifle each. They fight alongside you as you enter Cryo Storage!

No matter which plan you attempt, your preferred method of progression is to head northward, and open the Door to Cryo Storage.

## CRYO STORAGE: MELTING SUPER MUTANTS

Step into the entrance chamber with the crackling conduits ahead of you, and look left (west). Unlock another Recorded Log from the controls, check either Alien Container, and then step through either doorway to the left or right of you. Either leads to an identical short corridor with a Healing Archway at the south end, and an opening into a vast Cryo Storage chamber to the north. You are stepping into either the eastern or western side of a giant storage bay composed of dozens of stasis pods. For the first couple of minutes, you are wise to remain on the upper level balcony, which has steps down to the lower, icy level, and two east-west connecting doorways allowing free access between both sides of the bay.

### FREEFORM QUEST

Freeform Quest: The Legend of Zeta



**Note: Alien Captive Recorded Log 25**  
Total Logs: 15/25



**Alien Container Items**

Although initially confusing, the bay is less sprawling than it initially appears. When you've scoured the balconies on both sides, and reduced all the little green men to smaller piles of ash, try the following optional larks. You can:

Activate the switch near any of the blue cylindrical tubes on the balcony. These propel empty stasis pods, accompanied by a blast of vapor that can freeze nearby foes. There are no entities in these tubes.

Both balconies each have a single switch with a "raise pod" icon above them. Click this, and two pods on the lower level below the switch activate, releasing two Super Mutants. These are usually fearsome and hardy foes, but good target practice. Slay them if you wish, and release them only if you want a fight! There are four Super Mutants, two on either side.

Investigate the lower level. Aside from the two sets of Super Mutant pods, this area is relatively sparse. There's a slightly confusing set of two corridors linking either strip of lower floor that goes under the

balcony, and a single longer corridor linking both sides. It is here you'll find an Alien Container and Epoxy tucked away.

Over on the lower level, in the southwest corner, there's a small workstation with two Epoxy on it, and a control to access the last available Recorded Log in the Cryo areas.



**Alien Epoxy (3)**



**Alien Container Items**

### FREEFORM QUEST

Freeform Quest: The Legend of Zeta



**Note: Alien Captive Recorded Log 16**  
Total Logs: 16/25



The three generators all look alike, and all must be overheated by switching off the three coolant switches. Don't leave until you see that explosion.

Whether you're on the lower or upper floors of Cryo Storage, when you're ready to complete your objective, head north to a narrow connecting corridor that allows access to the upper floor and northern antechamber where the core resides. Turn north and switch the Teleportation

Matrix on, then turn south and activate the core coolant switch, before destroying the generator core as you've done before by switching off the three coolant tanks surrounding it. You may find that the way back to the Engineering Core is blocked; if so, use the teleport to transport you back to the initial Cryo Lab room, after which it's a simple matter of exiting via the circular door to the north.

## RETURN TO ENGINEERING CORE #1: ELLIOTT TERCORIEN

Assuming that Elliott accompanied you and survived thanks to the help of the two teammates you rescued, he is of greater use to you in the future:

Although Daniels and Beckett die during the assault on the Cryo Storage area, Elliott should survive.

He can convert Alien Biogel to Adapted Biogel, which is far more proficient at healing you.

Once Elliott has visited the Cryo Lab, he can construct Cryo Grenades and Cryo Mines. Wait one hour before asking him, and you can gather three of each. Every three hours after that, you can ask for two more of each.



**Adapted Biogel**



**Cryo Grenade**



**Cryo Mine**

## RETURN TO ENGINEERING CORE #1: UNEARTHING ITEMS



**Note**

**IMPORTANT!** Each time you destroy a generator or investigate an optional part of the ship thoroughly, then return to the Engineering Core, your allies have been busy opening the many Alien crates and boxes you can't. This results in a scattering of new items each time you return. Don't forget to check out what's been unearthed!





Exit back into the Engineering Core, and check the side (west) chamber off the stasis pod room for Alien Epoxy and an Alien Container, before heading north. Pass the central core, and locate the two tables near the shelving; Somah has uncovered a Hunting Rifle, a box of Frag Grenades, and a Mine. Continue into the two-level area with the Observation Deck. Paulson may be sitting next to a strange metal device in the northwest corner near some scattered ammo and Alien Food, close to the sealed door to the Decompression Chamber. The device is actually a Work Bench. Meanwhile, down below by the windows, Toshiro Kago is kneeling beside a mattress he has laid out. He seems to be waiting patiently for something....



First visit: The allies uncover a futuristic Work Bench. Perhaps a rummage around the Cargo Hold might help you find your custom parts?



**Alien Container Items**



**Alien Epoxy (2)**



**Hunting Rifle**



**Frag Grenade (5)**



**Frag Mine**



**Alien Food**



**Ammunition**



**Work Bench**



### Note

The first time you return to the Engineering Core after destroying a generator, you witness your team deliberating over what to do with a captured Alien. Paulson soon puts an end to that discussion...

## B. HANGAR: HOWDY, PARTNER



### Note

This investigation is mandatory. It is also worth stocking up on armaments (especially Mines) and healing items before you head into the Hangar.



### Tip

For unique occurrences, ask Paulson to accompany you into the Hangar. Ask him for help when you're in the Engineering Core, just prior to entering the Hangar.

Move eastward in the Engineering Core and open the Door to Hangar with Paulson in tow. Step through the small entrance chamber with the Alien Container, and move down the stairs to a mess room overlooking the main area. This gigantic Hangar houses a huge, circular bay with a smaller spacecraft floating in the middle of it, surrounded by energy pylons. On closer inspection, you realize this is the "anomaly" (Recon Craft Theta) you encountered back in the Capital Wasteland! For the moment, execute a quick search of the area for some minor items (below), and a blocked door to the west. The only way onward is down

the steps and into the bay. You quickly discover a couple more Crystals on a shelf along the opposite side, and four blocked doorways, each leading to a teleport. There are steps on the far (south) side, and an open doorway to the east.



The crashed anomaly — Recon Craft Theta — now floats in the Hangar Bay, surrounded by gravity pylons... perhaps those metal poles might come in useful....



### Caution

That massive hole with the energy pylons surrounding it? It's fatal if you fall into it. So don't.



**Alien Container Items (3)**



**Alien Food**



**Small Alien Crystal (6)  
Large Alien Crystal**

Look up and west while you're in the bay, and check out the upper balcony: your ultimate destination. The bay also contains two Drones (one Support, and one Guardian) that you can free from their electrical bonds if you've already visited the Robot Assembly and secured the Drone Control Device. It isn't imperative, so continue your search of the bay. For a small amount of combat with an Alien and a turret, enter the U-shaped corridor section along the east wall, leading to two more teleport areas you can't access. Now head up the stairs to the southside balcony, checking a small table for an Atomizer and Crystals, and culling two more Aliens if you haven't fired on them yet. There's yet another blocked doorway to the west, but this one features a nearby switch that deactivates the energy barrier. Enter a narrow corridor winding around and ascending to the upper balcony with a couple of Aliens to dispatch: This is easy!



### Tip

Locate the Drone Control Device by visiting the Robot Assembly. Otherwise, destroy the Drones, and pick up any Drone Cannons you need.



**Alien Atomizer**



**Large Alien Crystal (3)**

## PILING ON THE PRESSURE

Paulson's hi-falutin' hypothesis was correct; buffet the countless hordes of Alien foes with pylon pulses.



The upper balcony interior has a couple of Drones (one Guardian, one Support) you can optionally control with the Drone Control Device, as well as two Healing Archways:



Step into them to restore some Health,



Or tinker with them if your **Repair** skill is high enough.

The entire Hangar area remains suspiciously quiet, and remains this way until you check the doorway to the west, with the energy barrier, next to a control switch. Stop!



### Tip

Before you press the control switch, prep this area for combat. Check the stepped narrow corridors on either side of the upper balcony, and place a series of Mines (Bottlecap Mines are particularly devastating, and you can make them at the Work Bench in the Engineering Core) in a trail from the open doorway around to the top of the stairs on either side. Strew them about away from each other so only one or two detonate at a time. No Alien scum will infiltrate this balcony!

Hit the control switch. A strange Alien klaxon begins to wail, and all the energy barriers switch off, allowing streams of Aliens and Drones to warp into the Hangar, and begin to climb the stairs on either side, dashing toward your position! Keep a cool head, and formulate a cunning plan:

Paulson suggests you check out the controls overlooking the Hangar itself, on the east side of the balcony. This proves to be invaluable advice (in fact, it is recommended that you study these controls and test them out prior to combat). There are five controls to press, and 10 pylons; each control activates two pylons in the same position as the control. Each control activates a pulse that ricochets Recon Craft Theta about, but inflicts crushing damage on the Aliens and Drones, usually killing them with one wave.

Naturally, you can come up with an identical plan without the gunslinger's brain power.

The Mines you previously laid should finish off any Aliens that break through your constant pylon pulsing. Should any foes manage to scramble to the upper balcony, your controlled Drone (if you have the Drone Control Device) can destroy them, or Paulson himself. Paulson is clad only in cloth and will fall to a severe bout of Alien fire, so watch him carefully and back him up.

Or, you can run about, amateurishly shooting foes from the balcony, or one of the doorways, and hoping you aren't overrun.



You can always elect to drop down to the Hangar Bay, and lay waste to Aliens and their automatons the old fashioned way: by disintegrating them with future weaponry.

Combat continues for a considerable time. You'll know combat is over when the energy wall to the generator behind you becomes accessible, no more Aliens are present, and more importantly, the bay door underneath Recon Craft Theta closes. You can now step into the generator area and perform the usual core explosion by activating the core then shutting down the three coolant switches. Be sure you clear the shelves of Alien weaponry, ammunition, and Crystals as well. Head back to the Engineering Core, but not before you drop down to the bay, and investigate that U-shaped corridor again. The two teleport ante-chambers are now accessible, and one contains a wealth of Crystals while the other holds a stash of Alien Power Modules. Mosey on back to the core.



**Alien Food**



**Small Alien Crystal (15)**  
**Large Alien Crystal (7)**



**Disintegrator**



**Shock Baton (2)**



**Alien Power Module (340)**



**Alien Container Items (2)**



**Alien Atomizer**

## RETURN TO ENGINEERING CORE #2: UNEARTHING ITEMS

Paulson doesn't provide you anything except grudging encouragement, but the rest of your allies have been busy. Check the usual places for additional supplies. In the upper entrance where the futuristic Work Bench is, rummage around for Talon Combat Armor, and a Bottlecap Mine on a small table near the Work Bench, in addition to items previously unearthed.



**Talon Combat Armor**

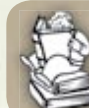


**Bottlecap Mine**



Remember if you're a **Child at Heart**, Sally has a special stash just for you!

## C. ROBOT ASSEMBLY: DRONING ON AND ON...



### Note

This investigation is mandatory.



### Tip

For unique occurrences, ask Somah to accompany you into the Hangar. Ask her for help when you're in the Engineering Core, just prior to entering the Robot Assembly. She provides covering fire, and allows you access to a balcony area that's otherwise inaccessible.

Head west, across the main core balcony to the circular Door to Robot Assembly. Once inside, check the initial mezzanine level for Crystals Large and Small, Food, scattered Alien Workers, and two Alien Containers. Head down the stairs as Drones can be seen milling about; fire on them so they can't retaliate quickly, and stay on the upper level for more cover opportunities and better line of sight. Somah stays on this mezzanine to tinker with a Teleportation Matrix and stop more Drones from appearing. Leave her to this task, and move northwest, past a Drone teleport alcove, and around to the right (north), following the large-scale Robot Assembly line itself.



Somah provides both tinkering and covering fire on the upper balcony. Meanwhile, you're fighting down below, in the thick of it.





You pass a couple more Alien Containers and some Epoxy as you go; check the shelves and floor on your right (northeast) for additional Crystals and Power Modules. Continue northward, looking left (west) for two more teleport alcoves where Drones may appear. There's also a long balcony you can't reach yet, so continue north toward a doorway by an Alien Container and a shelf with Epoxy on it. Head inside once you've optionally checked out the Healing Archway on your right (east).



**Large Alien Crystal (12)**  
**Small Alien Crystal (7)**



**Alien Container Items (3)**



**Alien Epoxy (6)**



**Alien Power Module (100)**



**Alien Power Cell (12)**

Prepare for combat as you head through the L-shaped narrow corridor into the second part of the Robot Assembly warehouse. Destroy nearby Drones, then access the control to remotely overload the turret circuitry up ahead. Then make a quick check to the southeast, ducking under the continuation of the conveyor belt, as the shelves in this corner have Food and Biogel to grab. Turn and face north, and stay on the left (west) side of the conveyor belt as you push forward into the wider area. The upper balcony on your left (west) is still inaccessible, as is a teleport alcove. The Drones continue to move down the conveyor belt where there's an interesting sight on both sides of the machinery. The box-like exit machinery has a Drone icon floating above it. Activate the Electronics Access Panel, and elect to overload the assembly line. Step back, and the conveyor belt is rocked by a small explosion, and a hole appears in the machinery big enough for you to slip through. A high Repair skill results in a slight delay before the explosion, giving you time to get away before it blows.

Only detonate the assembly line after you've stepped to the right (east) side of the conveyor belt and run to the other side of the machinery, and almost tripped over a strange sight: two toys watching a television. This diorama is ruined after the explosion. Still, there's Vodka to grab!



Teddy and the Gnome spend a night in front of the TV. Is this a wild hallucination, or did Sally position these objects to freak you out?



**Alien Biogel (4)**

## SEND IN THE DRONES



Tackle each Alien and search for a Drone Control Device on the corpse; it's the best way to turn Drones against their Alien builders.

Step through into the northern section of Robot Assembly, and begin to battle three Guardian Drones, five Support Drones (including those in pods), and three or more Aliens in this two-level section of balconies and machinery. To further your attack prowess considerably, target the Aliens first and search each body. One

carries a unique Drone Control Device, which allows you to activate a Drone Pod and choose a Drone type to accompany you. Drones help you by attacking enemies you're facing. When the enemy threats have lessened, search this locale. There's a Healing Archway under the upper balcony. The balcony has Epoxy, Biogel, and a Disintegrator to grab, and there are three Alien Containers to rummage through.



### Note

The Alien with the controller continues to activate Drones as you destroy them. If you're good with long-range weapons, you can inch into the room and begin destroying Drones while they're still in the pods...or get lucky and get a clean shot at the Alien with the controller (visible in his hand) and potentially take him out before he has a chance to activate anything.



**Drone Control Device**



**Alien Epoxy (3)**



**Alien Biogel (2)**



**Alien Disintegrator**



**Alien Container Items (3)**

On the far eastern side of the chamber are four doorways; any take you into the generator area where you must activate the core, flip the coolant switches, and spark an explosion. After this, you can battle back to the Engineering Core by retracing your steps, or you can face west, and move under the generator room steps to a quicker exit down a dual corridor with alcoves on either side brimming with Crystals, an Alien Container, and an Epoxy, and open the Teleportation Matrix to Robot Assembly. This lands you in the lower teleport alcove near the entrance you came from. You can easily head back up the steps and exit.



**Large Alien Crystal (4)**  
**Small Alien Crystal (14)**



**Alien Container Items**



**Alien Epoxy**

If you came into the Robot Assembly with Somah, once you've shut down the generator, she lets you know she's managed secure access up onto the central balcony, which stretches through the second and first sections of the Robot Assembly. The Teleportation Matrix is located in the other-wise-sealed alcove close to the machinery you punched a hole through. Use the teleport and you appear on the upper balcony itself. Check the northern part of the balcony for some Large Crystals, then move through the S-shaped corridor, past the turret-overload switch, and inspect the southern balcony near the entrance balcony. There's an Alien Container, Atomizer, and a Disintegrator. Then hop over the balcony and land on the ground, before backtracking to the Engineering Core!



**Large Alien Crystal (5)**



**Alien Container Items**



**Alien Atomizer**



**Alien Disintegrator**

## RETURN TO ENGINEERING CORE #3: UNEARTHING ITEMS

There have been some Alien intrusions since you were last here, but your friends took care of it. At the north end of the central core chamber by the shelves there's some additional ammo to grab. On the upper Observation Deck check out a newly found Power Fist near the stairs,



an Ammo Box, a crate with Pulse Grenades in it, more ammo, another Ammo Box to the right of the circular door along with a Carton of Cigarettes and a Minigun, and Chems on the table. Down on the lower Observation Deck, Toshiro Kago still laments his lost sword. Nearby there are two Ammo Boxes, a strange miniature Buttercup Toy, and some scattered Crystals. There's a Combat Knife, another Ammo Box under the stairs, a Frag Mine, and Leather Armor by the window.



While Kago waits for an armament he can use, the allies unearth your first little pony; there are four Buttercup Toys to find throughout the ship.



**Ammunition Box (5)**



**Pulse Grenade (3)**



**Minigun**



**Chems**



**Buttercup Toy**



**Small Alien Crystal (4)  
Large Alien Crystal (2)**



**Frag Mine**



**Tip**

If you've now completed Paths A, B, and C; all three generators should be offline, and you can access the Door to Decompression Chamber, begin the section marked "One Small Step." If any of your allies were asked to accompany you, the optional objective is completed.

## D. MAINTENANCE LEVEL: "WE GOT COWS!"



**Note**

This investigation is optional. However, you must visit this location if you wish to secure further Recorded Logs and unique items. The Teleportation Matrix that allows entrance to this location activates only once one of the Paths A, B, and C have been completed.

Maneuver through the entrance chamber and corridor, pausing to check the Alien Container and shelves for Food. Through the door, check two more Alien Containers inside a narrow chamber with three doors. The door at the far right (north) end is open, and you can see Sally inside, fiddling with an electronics panel in the wall. She cheerfully asks if you're exploring too. You appear to be in a trash collection pod, and Sally's tinkering starts the device moving with you both inside it! You plummet, and should face north as the "mouth" of the pod opens, revealing a corridor with an Alien. Optionally shoot it before the pod doors clamp shut, plummeting you downward again before slowing, and opening the doors to reveal a corridor with Brahmin in it; Sally squeals excitedly.



**Alien Container Items (3)**

The pod closes again, opening to quickly reveal a chamber with a Corvega automobile in brand-new condition. This belongs to a dead girl named Janet. A final plummet stops at a corridor with three Aliens in it. Blast them so Sally clammers out into the corridor to safety, just as the pod executes a final plunge, tipping you down into a vast and somewhat disgusting refuse-filled chamber. You soon hear Sally's voice again, and you agree to split up, because you've fallen too far to clamber up to the balcony she's shouting at you from. There's simply detritus in this disgusting soup of flotsam, so secure exit immediately; open the Door to Waste Disposal on the west side.

## WHAT AN INCREDIBLE SMELL YOU'VE DISCOVERED

The initial chambers are filled with these compactor tubes that crush anything under them. They are particularly adept at pulverizing your appendages, so avoid them or face crippling injuries.



Enter the trash compactor chamber. It becomes immediately obvious that this is a dangerous location, as the compactor cylinders crush any items upon impact, and a cluster is working to the southeast. There's a switch to turn off and on a single compactor, after which you can place any item you like and flick the switch again to crush it. You can run through the cluster of compactors; sprint eastward as soon as the nearest compactor ascends and keep moving so you're only glanced by other compactor cylinders. The prize are two safes and a First Aid Box. Carefully dash back before exiting via the door in the southwest corner.



**Safe Items**



**First Aid Box**

The next chamber is a vast grid of halted compactor tubes. Turn left (south) and move forward. Sally chats with you as you look right and check the First Aid Box and another safe. Use the door to the west to exit, moving into a narrow debris-filled corridor where a Support Drone is clearing trash. Attack it before it sees you, then head west, past a Healing Archway (you can tinker, or use this to heal yourself if you were crippled from the earlier fall), to a door at the western end.



**Safe Items**



**First Aid Box**

Move into a connecting chamber with crackling electrical charges zipping along an open wall. The nearby switch simply increases the static crackling and opens a door on the other side of the room, so exit via the door to the north, into a semicircular catwalk. Swing around to face south, and blast two Aliens on the balcony up there. You can collect items from their corpses with some nimble leaping, or Sneak around so you aren't discovered at all. This trash-filled open area has a Military Footlocker to the east; open it to claim a unique piece of apparel. Move around to the other exit, allowing access to the other side of the connecting chamber, during which time Sally calls to warn you that Aliens are swarming in from behind. Shoot them through the opening between the chamber sections, then head onward, checking a First Aid Box and exiting via the door in the southwest corner.



**Holotape: Anchorage Quartermaster Shipment**



**General Chase's Overcoat**



**First Aid Box**





## LET'S NEVER SPEAK OF THIS AGAIN

Climb up the stairs, shooting or fleeing around the Drone guarding this area. At the end of the corridor, Sally deactivates the energy barrier on your left (south), allowing access into a compactor cell. Destroy any Aliens that drop from alcoves above you, using weapons or coaxing them (or the Drone) in here to crush them. Sally fiddles with the energy barrier controls opposite, allowing you into a connecting corridor with a safe and First Aid Box, and into a second compactor cell. The controls on the walls of either cell turn the compactor tube on and off. She allows access through another connecting corridor to a third cell. After some fiddling, Sally finally switches off the last energy barrier, and you can battle into a final corridor leading to a circular door to the west.



**Tip**

Be sure you grab items when you find them, because Sally has to switch the energy barriers back on once you pass through them.



**Safe Items**



**First Aid Box**



It's a trap! The Sphere Shield presents problems if you're attacking directly in front of it, but not if you stand and blast from the sides!

Sally remarks that Alien chatter is subsiding, and that's because you'll face an ambush in this control chamber as you arrive. Use the Alien equipment as cover, and attempt to destroy an Alien Sphere Shield in front of the door to the west where two more Aliens head in from. Try out Cryo Grenades, just for fun, as well as your favorite firearms. When five Alien bodies lie smoldering, check the control room for three Alien Containers and a Healing Archway to the south. Stay away from the northern part of this chamber due to the compactor tubes. Before leaving the control room, make sure you download the Recorded Log. Sally says you're almost out of here!



**Alien Container Items (3)**

### FREEFORM QUEST

**Freeform Quest: The Legend of Zeta**



**Note: Alien Captive Recorded Log 19**  
**Total Logs: 17/25**

Move into the connecting room, checking the area for two Alien Containers, and access the door to the south. Sally is heard shouting at an Alien, so head up the steps and defeat it. Sally meets up with you, and you can race her back to the Teleportation Matrix, but a far better plan is to stop and thoroughly search the final chamber. Storage shelves to the west contain masses of First Aid Boxes, and more importantly, a Samurai Sword. Someone back in the core wouldn't mind wielding that, and it isn't Paulson. Now head south to the Teleportation Matrix to the Engineering Core, and follow Sally's advice; never speak of this slapdash expedition again!



**Samurai Sword**



**First Aid Box (8)**

## RETURN TO ENGINEERING CORE #4: UNEARTHING ITEMS

The shelves at the northern part of the central core chamber have Frag Mines and a few other items that are newly discovered by your team. In the upper Observation Deck there's scattered Food and a Nuka-Grenade in a bucket near a First Aid Box. An adjacent table has a couple of Missiles and a Carton of Cigarettes on it. Down on the Observation Deck itself, a table has Buffout, Flamer Fuel, more Crystals and a First Aid Box and another Frag Mine near a Footlocker. Gather what you need before your next expedition.



**Frag Mine (2)**



**First Aid Box (2)**



**Nuka-Grenade**



**Missile (2)**



**Small Alien Crystal (2)**  
**Large Alien Crystal**

## E. ENGINE ROOM: BATON DOWN THE HATCHES



**Note**

This investigation is optional. However, you must visit this location if you wish to secure further Recorded Logs and unique items. The Teleportation Matrix that allows entrance to this location activates only once one of the Paths A, B, and C have been completed.

Move to the west side of the Engineering Core and access the door just north of the one to Robot Assembly. Enter the Engine Room and move down the stairs to an initial control room with a window on your left (west). The room opposite is eventually accessed, but is currently inaccessible. Make a counterclockwise search around the Engine Room. Move through the door to the north, into the engine coil corridor and defeat the Alien and Drone working in this area. Follow the corridor around to the left (west), past a Healing Archway, and a second connecting room with a door to the west.



Expect Drones and their Alien controllers to patrol the reactor rooms down here. Retreat from the long arm savaging, and put long-range hurting on these hunks of metal.

Open the door, stepping out into the main engine reactor chamber. Defeat or dodge (using Sneak) the patrolling Drones before you begin a systematic search of the area. Turn left (south) from the door, and left (east) again at the adjacent door, opening it to access an antechamber and small corridor. Fight a Drone and Alien to reach the windowed room that you saw at the start of this Engine Room expedition. This area is of particular interest, because the table has Alien Epoxy as well as a unique Shock Baton: the Electro-Suppressor.



**Alien Epoxy (3)**



**Electro-Suppressor**

Move back to the Engine Room's reactor chamber, and look around. To the north is an inaccessible door. Look northwest at a room through glass. The nearby switch can explode the turrets inside this area, so do



this, defeating some Aliens in the room in the process. There's a circular door to the west, and two entrances on the south wall. Expect Drones and Aliens here, as both entrances lead to a narrow control antechamber with a switch in the middle. Press the switch to open the circular door, and dash through the door before it closes.



Some Aliens wear cloaking armor that is both hard-wearing and difficult to see. When in doubt, aim for the head; it's certainly big enough.

a large oval conduit chamber. Take out the Drones, and peer through the windows to the secondary reactor chamber ahead (north) of you. Don't head down the steps yet; open the door on your right (east), through a connecting room to a small T-shaped corridor with a Healing Archway and the room that was through the glass, where you exploded the turrets earlier. Ransack two Alien Containers here before you retrace your steps.



### Alien Container Items (2)

Move back to the conduit room and head down the steps, accessing the control to explode the turrets in the adjacent corridor. Move past the two reactors, through either doorway on your right (east), to a second pair of reactors. There's a small passage to the north where teleporting Aliens spawn from. Ignore that as you battle across to the corridor on the east. Activate the control next to the Healing Archway, and detonate the turrets in this final section, move to the junction with the Alien Container, and head left (east) up the stairs to a support girder room with Drones, an Alien Container, and some items to grab on a nearby table. Then move southward, back into the reactor chamber through the door that was inaccessible from the other side. You've scoured the entire Engine Room, and can head back to the Engineering Core.



### Alien Container Items



### Alien Epoxy (6)



### Large Alien Crystal (2) Small Alien Crystal (2)



### Alien Biogel



### Note

If Samah is with you, she mentions that she's picking up the smell of flammable gas, and mutters something about using Grenades in the area, but these ideas don't pan out.

## RETURN TO ENGINEERING CORE #5: UNEARTHING ITEMS

Back at the Engineering Core, the allies have been busy finding more items. Over in the upper Observation Deck, there's a container of Whiskey and Vodka, while down at the lower Observation Deck, check the northeast corner behind the engine part for a small crate containing three Nuka-Cola Quantums. You may find other items to interest you, but these are the main additions.



### Nuka-Cola Quantum (3)

## F. CARGO HOLD: THE MOTHERSHIP MOTHERLODE



### Note

This investigation is optional. However, you must visit this location if you wish to secure further Recorded Logs and unique items. The Teleportation Matrix that allows entrance to this location activates only once one of the Paths A, B, and C have been completed. For additional commentary (mainly about horses), bring in Elliott or Paulson.

Move east to the door adjacent to the main door leading to the Hangar, and open the Door to Cargo Hold. The initial chamber features a door on your left (east) that you can't enter (this is the exit door from the Research Lab once you've investigated



Don't go gathering your countless prizes right away; dispatch the patrolling foes on the gantries before looting.

this entire area), so step past the Alien Food and three Alien Containers, and face east, looking down a long gantry with patrolling Drones to defeat. This is the northwest corner of a giant U-shaped Cargo Hold, where countless items of interest are yours for the taking! Remember, unless otherwise specified, there are turrets, Drones and Aliens to combat as you begin a thorough inspection of the Cargo Hold.



### Tip

You can't hope to carry everything that's available here, so carry only the more expensive items, or those you particularly need.

## INITIAL GANTRY

This runs west to east. Underneath is shelving that holds assorted items (including Scrap Metal, Teddy Bears, Tin Cans, Hammers, Coffee Pots, and some Hula Girls).

## NORTHEAST CORNER

The gantry has Aliens and Drones but no objects. Head downstairs, and you can begin checking the conveyor belt that runs around the entire Cargo Hold. On either side of the conveyor belt in this area you'll find three Jukeboxes, some Wrenches, some billboards propped up in the corner near two bathtubs, a collection of baby carriages and a Teddy Bear, and some Vault posters.

## CENTRAL CONVEYOR CORNER

Follow the conveyor belt southward. The corner where the gantry and belt turns west has a few shopping carts to push past. Continue west to a lower level alcove. On the southern side near the conveyor belt is a collection of restroom junk and an Intact Garden Gnome. To the north is the alcove itself, full of Nuka-Cola knickknacks. Keep going west to another northern alcove near a massive collection of Ammo Boxes on shelves. This final alcove has a variety of computer parts, and one item of interest: Reid Underwood's Terminal



### Ammunition Box (12)





Access Reid Underwood's Terminal with **Science**, and access the 4 available Log Entries. You can also Remote Unlock Reid Underwood's safe (in the detritus pile in the southeast corner of the Cargo Hold).

## SOUTHWEST CORNER

From the shelving full of Ammo Boxes, conduct a check of the lower level shelves around the conveyor belt. There are breeze-blocks, telephones, furniture, and on the western wall, a selection of weaponry (mainly in poor condition) listed below. Pass the shelves with the Lunch Boxes (and Bottlecap Mines) on it, and a door to the Research Lab (which you should enter after you've exhausted your Cargo Hold search), and check the remaining shelves for both Food and Chems.



**Plasma Rifle**



**Assault Rifle**



**Missile Launcher**



**10mm Pistol (3)**



**Scoped .44 Magnum**



**Hunting Rifle**



**Laser Pistol (2)**



**Ammunition Box (5)**



**Bottlecap Mine (2)**



**Chems**

## SOUTHEAST CORNER DETRITUS PILE

The last main area in the Cargo Hold is a massive pile of rusting items, rubble, and rotting carcasses that the Aliens have no further use for. A waste disposal chute continuously drops random items down, which can't be grabbed, but they include dead Yao Guai and Brahmin. Among the detritus is Underwood's Safe, which can be opened only if you accessed his terminal in the central conveyor corner. Inside is a note with revelations about a prototype Plasma Pistol, along with the pistol itself. Grab this before inspecting the conveyor belt.



**Note: MPLX "Novasurge" Prototype Plasma Pistol**



**MPLX Novasurge**

## CONVEYOR BELT

Running around the entire Cargo Hold, the conveyor belt holds a wealth of rubbish, as well as some piles of sought-after equipment. Pick at what you want; the most interesting items are listed below. Then move to the southwest corner and locate the Door to Research Lab. The conveyor belt rummaging begins at the end of the gantry you initially moved along, and the inspection continues around in a clockwise manner.



**Frag Mine (10)**



**Plasma Grenade (3)**



**Ammunition Box (2)**



**Assorted Ammo**



**Missile Launcher**



**Missile (6)**



**Chems**



**Small Guns (2)**



**Mini-Nuke**



**Nail Board (2)**



**Big Guns (2)**



**Frag Grenade (6)**

## RESEARCH LAB: BUTTERCUP RUNNETH OVER



It was one small step for Colonel Hartigan, followed by a tractor beam, abduction, probing, stasis pod death, and government cover-up for mankind.

Once you're in the Research Lab, head down the steps into the main chamber. You're taken aback by the wealth of technology, both Alien and terrestrial, on display in this giant bay. Repel Alien scum quickly, and try not to hit any of the vehicles, because if they catch fire, they

won't look as pretty when you inspect them. When you've defeated the Aliens in the vicinity, have a look around. Starting in the northern area, there's a rusting Corvega, a motorbike, a USSA space pod lifted by an anti-gravity field that once contained Colonel Hartigan, and a nearby control with a Recorded Log to download. There are two more rusting vehicles to check out as well as an exit door on the east wall between two shelves stacked with Toy Cars.

### FREEFORM QUEST

**Freeform Quest: The Legend of Zeta**



**Note: Alien Captive Recorded Log 13**

**Total Logs: 18/25**

Exit the facility chamber and head into the narrow corridor. There's a Drone Pod to activate (or destroy), and an exit to the east, leading to the Buttercup Production Facility. Prepare for a shocking revelation: the Aliens took an unhealthy interest in weaponizing the incredibly successful Giddyup Buttercup robot horse! Evidence of this nefarious activity is all around; the initial facility chamber has Aliens to fight off, and they were working on completing more Buttercups for parts unknown. Speaking of parts, there's a Giddyup Buttercup in bits to the northwest, and a few hanging around on conveyor claws. Don't forget to download a Recorded Log in this area, too.

### FREEFORM QUEST

**Freeform Quest: The Legend of Zeta**



**Note: Alien Captive Recorded Log 21**

**Total Logs: 19/25**

He neighs, he trots, he'll love you lots! He'll also periodically malfunction and dismember test subjects.



To the east is a lower production chamber with a stationary herd of Giddyup Buttercups, with Aliens close by. Check this area out in a moment, but for now, look for the two doors on the south wall. Activate



the control to open the right door, allowing you to access a Healing Archway. The circular door to the left leads to an electrical carousel room and an opening allowing you to see a warehouse filled with Giddyup Buttercups! You can drop down to the warehouse, but then you'd miss the true revelation: a door to the south leading to a special "testing" room!

A deactivated Giddyup Buttercup lies motionless with "test subject" corpses strewn around her! It appears that Giddyup Buttercup could be programmed to inflict horrific damage on the squishier parts of human anatomy! With this shocking revelation still fresh in your mind, drop down into the Buttercup warehouse. The horsies are all full-sized except one Buttercup Toy on the end of a shelf on the west side of the warehouse. Shoot it to knock it down if you want it. Then head north, back to the lower production chamber, and back around to the initial production facility. Exit the way you came, or better yet, via the Teleportation Matrix in the test room where the corpses lie. Activate the control to open the door you couldn't initially open when you first entered the Cargo Hold, allowing you to access the Engineering Core quickly.



**Buttercup Toy**

### RETURN TO ENGINEERING CORE #6: UNEARTHING ITEMS

This is the last time you return to the Engineering Core, so if you revisit any area and return, no further items are uncovered. Now, along with all the items you discovered during previous returns, there is Epoxy on the shelving on the main core northside shelving. In the upper Observation Deck, there's a bed you can sleep on and another Buttercup Toy on the small table near the teleport. Find more Biogel by the middle support and a Mini-Nuke on the chair by the Work Bench! There are Magnum rounds, scattered Chems, a Nuka-Cola Quantum on a crate right of the Work Bench, and a Teddy with Beer at the top of the stairs beside a Toy Car and two Ammo Boxes. Down below, somebody has placed a Giddyup Buttercup (which you can't move) above Kago's sleeping mat, along with a Plasma Rifle and a strange little toy robot holding a Teddy hostage!



**Alien Epoxy**



**Alien Biogel (4)**



**Chems**



**Ammunition Box (2)**



**Buttercup Toy**



**Mini-Nuke**



**Nuka-Cola Quantum**



**Plasma Rifle**

### ONE SMALL PREP

Once all three generators have been destroyed, your optional objective completes, and a new objective becomes available:

#### NEW OBJECTIVE

**"Speak to Sally" begins.**

Run over to Sally in the Engineering Core, and chat with her. Sally's real proud of you, and tells you that your next trick is to go outside the ship. She knows it looks scary, but that's the only way. Your objective updates.



With the **Child at Heart** perk, you can also ask Sally (at any time after your generator-destruction begins) whether she's hidden anything on the ship. Sally runs off to a special cubbyhole and opens a small door to an area you couldn't otherwise reach: the energy barrier on the lower level, to the north. She allows you to rummage around in three Alien Containers full of items you might need.

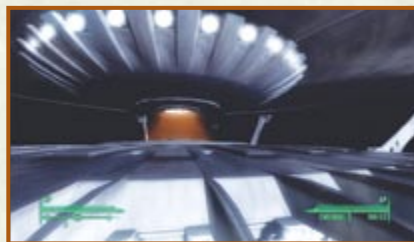


#### Alien Container Items

#### NEW OBJECTIVE

**"Gain access to the upper level of the Alien ship" begins.**

### ONE SMALL STEP



In space, no one can hear you push in panels to switch on the Access Teleporter.

When you're quite finished in the Engineering Core, open the Airlock Door and move inside the Decompression Chamber. You must don the Spacesuit to avoid a nasty demise, and flick the switch to suck the air out of the chamber. Wait

patiently as the klaxons blare, and for the atmosphere to reach that of space itself. When this occurs, open the door to the west, and step through into a depressurized cargo bay, complete with Alien Containers and a dead E.T. Open the door in the west wall on either side of the Alien terminal, and climb the stairs to a small landing. Turn right, and immediately right again, so you're facing east, and another door. Step over the Alien corpse and go up more stairs to a small upper room. There's a door to the south you can open (or rig to explode) with two Alien Containers and Alien Biogel to snag. Then delay your step into the heavens no longer; head east to the outer airlock door itself!



**Alien Biogel**



**Alien Container Items (2)**

#### NEW OBJECTIVE

**"Find a way to activate the Access Teleporter" begins.**

Against the inky backdrop of space, begin your plodding search on the Mothership's superstructure for a method of accessing the teleporter. Aside from your own breathing, the only sound you can hear is the beeping that emanates from the exposed panels. The piece of machinery you're looking for is poking out of the ship's hull to the south-southwest; this is a panel that needs to be activated. After it slides back in, turn and wander in a vaguely northeast direction to the center of the hull, where you must push in a second panel. Once that clicks into place, move southeast, peering into the void to spot the third panel on the edge of the ship. Press that in, and the center of the hull is bathed in luminous orange. Head there, and you're sucked up into the upper bridge of the ship!



**300 XP**



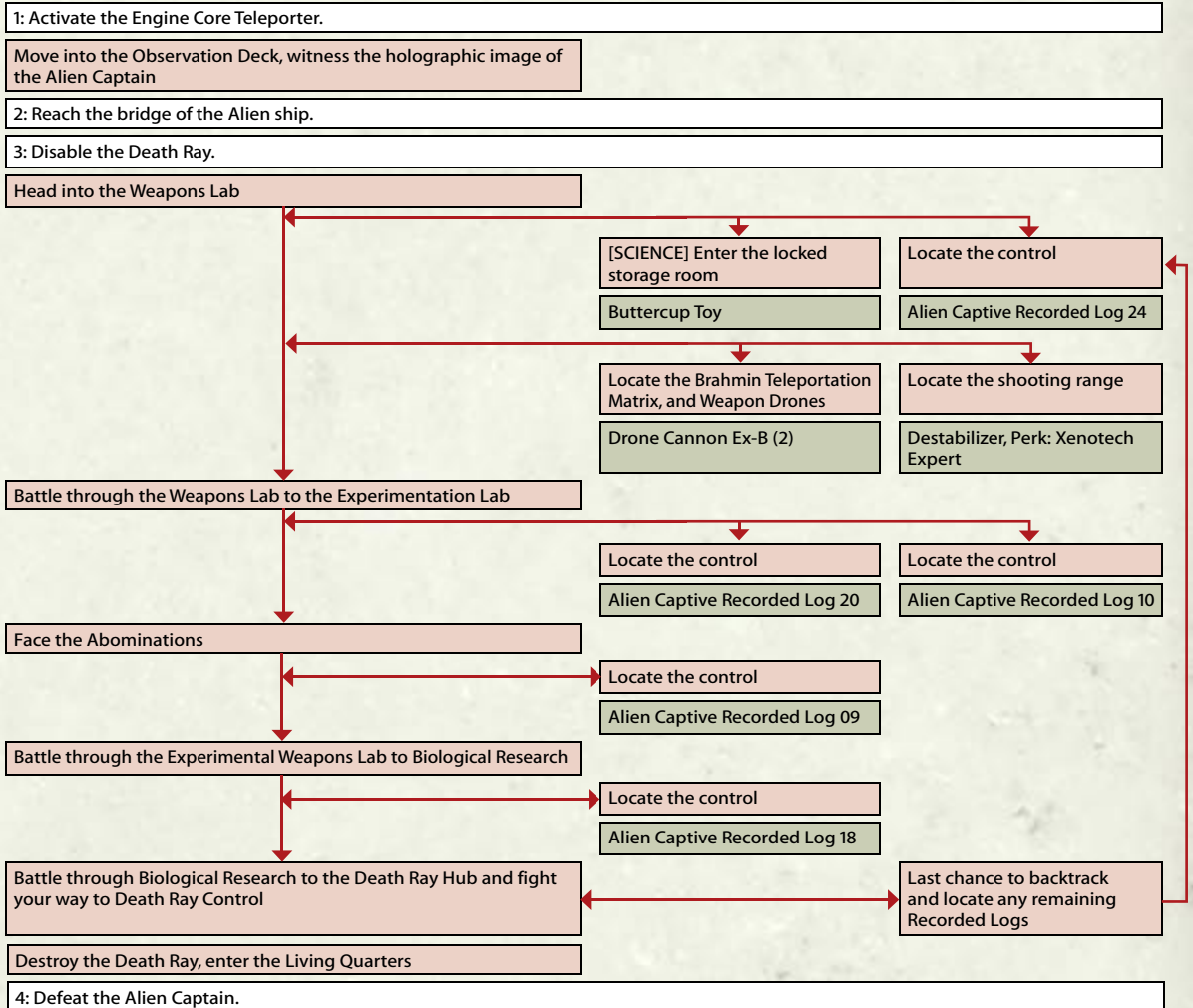


# This Galaxy Ain't Big Enough...

Your abduction has yielded dividends; you've successfully powered up the airlock doors and ventured across the exterior hull of the Mothership in search of the Engine Core Teleporter. After battling through more hideous experimentation rooms, an incomprehensible chat with the ship's Captain, and the meeting of your team, you face a hard slog through dangerous corridors and frightening mezzanines, filled with the freakiest of inhuman experimentations: the Abominations! Battle to the Bridge itself, where a fierce firefight erupts, and the Captain goes down...but hopefully not with his ship! You need quick wits to face off with a second Alien leader in a sister ship, and after a fraught space battle, humanity finally prevails!

## QUEST FLOWCHART

	MAIN PATH	OPTIONAL CHOICES
Main Characters	Somah, Sally, Elliott Tercorien, Paulson, Toshiro Kago	
Locations	Observation Deck, Weapons Lab, Experimentation Lab, Biological Research, Death Ray Hub, Death Ray Control Living Quarters, the Bridge	
Adv. Items/Abilities	Science	
Possible enemies	Alien, Alien Worker, Alien Turret, Support Drone, Guardian Drone, Experimental Combat Drone, Brahmin, Raider, Wastelander, Yao Guai, Radscorpion, Abomination, Alien Captain	



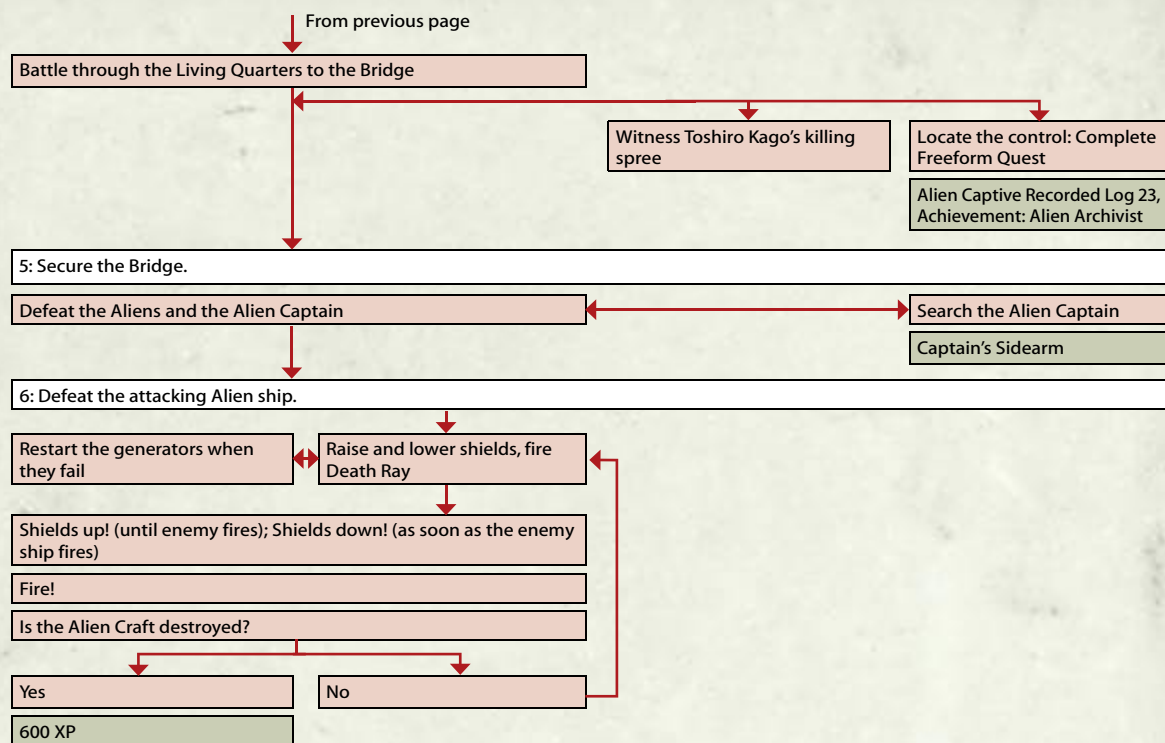
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Color code:

Objective

Action

Rewards



## CAPTAIN ON DECK

### NEW OBJECTIVE

"Activate the Engine Core Teleporter" begins.



You can't tell what the Captain's saying, but you get the gist; his hologram head may be orange, but he's seeing red.

Back from your giant leap for mankind, decompress for a moment before entering the door to the north, stepping into a teleportation room, and activating the teleporter itself. Your quest objective updates, and the surviving members of your ragtag team

beam into this chamber, ready to deal with this Alien menace. Sally opens the locked door, so gather equipment from either Alien Container before following her westward to an Observation Deck. Keep your vertigo in check as you stare down at the pockmarked earth below while Sally locates another door to open. Moments later, the holographic image of an Alien Captain crackles into view, barking some harsh and incomprehensible words at your team, followed by a show of strength; the Ship's Death Ray activates, zapping a massive bolt of energy across the earth's atmosphere.

### NEW OBJECTIVE

"Reach the Bridge of the Alien ship" begins.

### NEW OBJECTIVE

"Disable the Death Ray" begins.

Optionally seek further understanding of the situation from Somah, then move west, and then north into a small teleportation room. The Aliens have turned this off, forcing you to find an alternate route to the Bridge. Gather some Large Alien Crystals, and open the door to the Weapons Lab.



Alien Container Items (2)



Large Alien Crystal (3)

## WEAPONS LAB: BACKTRACK AND BUTTERCUP TOY

Turn right (southwest) and look up and out—there are two turrets to destroy, as well as a (possibly cloaked) Alien on the balcony to the southwest. When the threats are gone, check out the area, rummaging for container items and checking the shelves for goodies. Beware of a Drone and Alien teleporting in to attack from the north. Swing around to dispatch them, then take the connecting corridor to the west, because the doorway to the south has an energy barrier preventing you from progressing. Halfway along the corridor, you can turn right (north), open (or rig) a door controller and enter a small room with a Guardian Drone in its cage pod. Find some weapons and another strange toy on the shelves here.



Alien Container Items (3)



Alien Epoxy (9)



Alien Biogel



Large Alien Crystal (4)  
Small Alien Crystal (3)



Atomic Pulverizer (2)



Alien Power Cell (24)



Alien Power Module



Buttercup Toy



Tip

Remember; if you took the Drone Control Device from the Alien in the Robot Assembly, you can activate this (or any other caged) Drone as a Follower.





At the junction, turn right (north) and follow the slightly curving corridor to the far end, blasting Aliens and Drones into goo as you go. Follow the winding corridor around and up the stairs, head along another identical corridor directly above the first, and make a left (east) turn at the junction. Destroy an Alien as you walk into the balcony you saw from the Weapons Lab entrance earlier. Activate the archway if you wish, but make sure you switch the control so the energy barrier dissipates. Drop back down to the initial chamber or take the steps. There are two Alien Containers in this oval lab along with an alcove where a Guardian Drone attacks, soon helped by an Alien. Destroy them both before leaving via the east doorway.



### Alien Container Items (2)

Instead of dropping back down to the initial chamber, stay on the balcony and move to the northeast corner, just past the Healing Archway. Hop onto the support railing halfway up the main wall, and carefully walk along it northward, around a strange little scene: a Teddy and Gnome sleeping soundly inside their Alien snooze pods!



## WEAPONS LAB: DRONE DROPPINGS & A PERK PICK-UP



Find a unique Drone Cannon, and a bounty of items a pack Brahmin would have trouble carrying out of here. Jackpot!

Moving into the large two-story chamber to the south, attack any foes you spot (especially Aliens on the stairs), then head to the upper balcony to check out an Alien Container, and move through the circular doorway to the south.

This opens up into a

large control room with a low ceiling, and a Drone to defeat. Beware of an Alien heading in from the eastern part of this chamber. There's an interesting experiment in a side chamber to the west, but for now, inspect the larger chamber. In the sunken middle area, a control device allows access to another Alien Captive Recorded Log. Access this, and then head to the south wall, where a wealth of items are spread out along a low shelf, scavenged from countless abductees. The opposite side of the room features a small sunken dining area with disgusting Squid Food, a Worker, and a Guardian Drone, as well as a rather interesting shooting gallery.

### FREEFORM QUEST

#### The Legend of Zeta



### Note: Alien Captive Recorded Log 24

Total Logs: 20/25



Alien Container Items (2)



Armor (3)



Alien Power Cell (72)



Mines and Grenades



Alien Epoxy (7)



Gatling Laser



Small Alien Crystal (3)



Ammo



Alien Biogel (2)



Alien Disintegrator



Alien Atomizer (3)



Plasma Rifle

Whoa! Before you exit this area, inspect the three switches on the west wall. Two of the switches have "pistol" images above them. Either of these teleports in a confused-looking Brahmin, which is promptly set upon by an Experimental Weapons Drone. The third switch, to the right of the energy walled doorway, switches the wall off. Why do this? So you can enter the chamber, destroy either of the Drones, and inspect the smoking wreckage afterward. Each Drone carries a Drone Cannon Ex-B, a highly desired and unique variant of the Drone Cannon. Be sure to snag one of these before checking out the doorway to the northeast.



### Drone Cannon Ex-B

Enter what can only be described as a shooting range, checking the right wall for a fancy new (and unique) weapon: the Destabilizer (a unique version of the Alien Disintegrator). Once you've picked that up, test it (or any other Alien weapon) on the shooting gallery to the east. Press the button to teleport in a Brahmin, and then bag it from range. For more of a challenge, head north along the corridor past an Alien Container to a second button near a Healing Archway. This button activates a teleport that drops in a variety of captured Wasteland denizens. They lumber, dash, or fire toward you before attacking each other. Watch this fracas, tapping the button for further entities, and continue this until you're awarded a brand new perk: the Xenotech Expert! This is the only location where you can access this perk. When you've inspected the experimental Drone chamber, exit to the east, up the stairs, past a cowering Worker to the Door to Experimentation Lab.



Destabilizer



Alien Disintegrator



Xenotech Expert  
+20% damage with Alien weapons



Alien Container Items



Alien Atomizer



### Note

This perk affects the following weapons: Alien Atomizer, Alien Blaster, Alien Disintegrator, Atomic Pulverizer, Captain's Sidearm, Destabilizer, Drone Cannon, Drone Cannon Ex-B, Firelance, and the Shock Baton.



### Tip

A little low on Experience Points? Then stay here, taking potshots at spawning foes until you're ready to go!



## EXPERIMENTATION LAB: ALIEN AUTOPSIES

Open the door ahead of you and step into the entrance chamber, vaporizing the hapless Alien Worker if you wish, and then check the table for disgusting Food before heading north, into the first of many rooms housing the real truth behind the abductions: inhuman experimentation! After fighting off a particularly well-armored foe, inspect the "dining room," with scattered offal and bodies everywhere. This table holds Combat Armor and a dead Wastelander, and a bloodied autopsy chamber lies to the north. You vaguely remember thrashing around on a table with metal arms attached to it. Inspect two Alien Containers before leaving via the doorway to the west.

### FREEFORM QUEST

#### The Legend of Zeta



**Note: Alien Captive Recorded Log 20**  
**Total Logs: 21/25**

Head south down the connecting corridor, pausing at doorways left and right of you. The first door to the right (west) leads to a small probe room with Alien Biogel in it. The next doorway (east) accesses a tiny room with a bloody table. The next has a controller you can fiddle with, and allows access into a room with a frightening operating table, plus seven scattered Biogel canisters and a Healing Archway. Move along to the large chamber at the far end of this corridor. Peer through the windows to the south, into the adjacent but currently inaccessible chamber where you can make out "things" housed behind energy barriers. Stifle a scream and instead check a nearby Alien Container for goods, and activate a control to the northwest. This downloads the next Recorded Log!



**Alien Biogel (9)**



**Alien Container Items**

### FREEFORM QUEST

#### The Legend of Zeta



**Note: Alien Captive Recorded Log 10**  
**Total Logs: 22/25**



Dear god, what abominations are these?! Oh right, that's exactly what they are. These half-human hybrids can't be reasoned with.

Now move to the control in the sunken part of this chamber, and activate the core just as before. Activate the three core coolant switches, and wait for the core to explode. This frees the "things" from their cells in the next room, and allows access into a curved connecting corridor.

Ignore the Worker, check the Alien Container, and either flee to the west into the Biological Research Lab, or head east and face your fears! In this holding cell area are two surviving Abominations, with thick and sinewy arms. Fortunately, they die when subjected to your favored weapons. When these sickening freaks are dispatched, check the chamber, and don't forget to access the control for the next Recorded Log! Now collect the Biogel and inspect the Alien Containers before heading quickly to the Biological Research area.



**Alien Biogel**



**Alien Container Items (2)**

### FREEFORM QUEST

#### The Legend of Zeta



**Note: Alien Captive Recorded Log 9**  
**Total Logs: 23/25**

## BIOLOGICAL RESEARCH: ALIEN ATROCITIES

Enter the research level and optionally fiddle with the adjacent door control before stepping into a small teleporter bay and securing Epoxy. Then head west into a massive coil chamber. There's a Drone Pod to activate if you have the Drone Control Device, but otherwise the ground level is devoid of interest. Take any of the steps up to the mezzanine level above, and you're soon set upon by another hideous Abomination. Another appears as you head north to a sunken control area to the northwest. Grab the Epoxy, Biogel, and Crystals on the small shelf before fending off another Abomination attack. A control switch in here downloads the penultimate Recorded Log into your Pip-Boy. Don't forget to access it. Then check the western alcove for Food and Crystals before passing a Healing Archway, heading south toward a new chamber.



**Alien Epoxy (5)**



**Alien Biogel (2)**



**Small Alien Crystal (3)**  
**Large Alien Crystal**

### FREEFORM QUEST

#### The Legend of Zeta



**Note: Alien Captive Recorded Log 18**  
**Total Logs: 24/25**

The sunken floor of the research living area has scattered bodies and a switch near an energy barrier doorway to turn off. Step through the doorway to a small connecting corridor leading to a second, upper platform area. Hop off the side of the upper balcony to rummage through shelving and Alien Containers. Activate a Support Drone in its pod if you wish. Climb back up the stairs and inspect the sunken teleporter controls, activating them so Sally (and any other teammate) joins you. You're encouraged to continue your mission to destroy the Death Ray, and you have two choices of Teleportation Matrix: One goes back to the Observation Deck, and the other to the Death Ray Hub. Step into the latter when you wish to proceed.



Although the team wants to kick some Alien hide, they wait here patiently for you to gather any remaining Recorded Logs. Last chance!



**Alien Container Items**



**Alien Epoxy (4)**



**Alien Power Cell (100)**



**Large Alien Crystal**





## FREEFORM QUEST

## The Legend of Zeta

**Caution**

Beware! This is your last opportunity to backtrack for any missed Recorded Logs, because many areas become inaccessible once you enter the Death Ray Hub. Use the teleport to the Observation Deck and find the remaining logs if you wish to receive the associated Achievement.

## DEATH RAY HUBBUB

Step into the connecting chamber, watching two Workers scurry off to raise the alarm. Leave them be, or shoot them in the back if you're feeling evil. There's a Support Drone to activate in a small antechamber to the northwest. Rig the door control if you want, and ransack the Alien Container inside. There's an identical chamber to the southwest with a Drone and an Alien Container. Move south, through the open door the Workers fled through. Step into the narrow corridor, checking the door on your left (which you can rig), offering some Biogel and Epoxy, an Alien Container, and a window into the next chamber. Move through the linking chamber, battling the Alien menace as you go, before stepping into a wide area with a single core in the middle. Step through the Healing Archway if you need to, and remotely overload the turret circuitry at the wall communicator to your right (east).



**Alien Container Items (3)**



**Alien Biogel (3)**



**Alien Epoxy**

The core can't be touched, but the Aliens jabbering and firing at you most certainly can; dissolve them into piles of ash as you fight to the stairs on the chamber's east side. Beware of turrets if you didn't switch them off. Take either of the two staircases, and doors below them, because they link up at a connecting hallway with two doorways ahead (east) of you, each with an energy barrier. Simply switch them off using the release mechanism between the doorways. Then follow the narrow corridor to the stairs leading down, fighting a few more Aliens. At the bottom of the stairs, poke your head through the doorway on your left (southwest), and check out a room with a Healing Archway and Alien Container. Then continue your descent to the Door to Death Ray Control.



**Alien Container Items**

DEATH RAY CONTROL:  
MASSIVE MELTDOWN

Move into the huge Death Ray Control chamber, turning about four more Aliens into piles of goo. This square-shaped location is where the Mothership's main Death Ray cannon is controlled as it strafes the earth. A rudimentary fiddle with the Death Ray controls allows you to fire the weapon, reposition it, or (if you press the control on the left) access the four cores powering the Death Ray. Activate this control, with the holographic core icon above it, four times in quick succession, so all four cores ascend, one in each corner.

For each of the four exposed cores, step over to one of three core coolant switches, and activate it so it switches off. There are 12 to activate, three at each core. After the first two cores are off, the core explodes, and you receive an influx of Aliens attacking you; a second

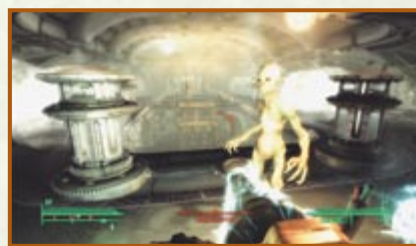
wave attacks when all four cores are down. Continue your core meltdowns until all four explode, and the energy wall in the same wall you came from dissipates. Step into the Teleportation Matrix to Living Quarters.



You can fiddle with the Death Ray itself, "accidentally" firing it off at the earth. Maybe you just destroyed Europe; you don't find out.

## NEW OBJECTIVE

"Defeat the Alien Captain" begins.

SLAUGHTER IN THE LIVING  
QUARTERS

Abominations, Sphere Shields, turrets, and more Alien scum. This trek to the Bridge isn't for those faint of heart or empty of inventory.

By the time you reach the Living Quarters, the evil Aliens are beginning to take you seriously, and erect a temporal Sphere Shield in the connecting passage that you must maneuver through. Retaliate by lobbing a Grenade over the gap above the shield, or

fire the orbs from the Drone Cannon to bounce over and into the Aliens behind this crackling cover. Then quickly tag the ceiling turret, and finish your lower level culling by beating down an Abomination.



**Alien Container Items**

**Tip**

You can also fire consecutive rounds at a temporal Sphere Shield until it explodes. Otherwise, head around the shield, or fire weapons or lob Grenades above or around it.

At the top of the stairs are the Aliens' sleeping quarters, now defended by an Abomination, a gun-toting Alien on the middle balcony ahead of you, and two turrets on the ceiling. Deal with the Abomination first, then the turrets and Alien on the balcony, backing to the steps or dropping down to the lower stasis pod chambers if you're coming under heavy fire. Or, you can whittle the energy off the Sphere Shields and break through that way. Expect to face another foe as you check the four small stasis rooms. Climb the steps to the middle of this chamber so you navigate past the shields. There's a storage room on the west wall with little but an Alien Container to check out, and a longer stasis pod room to the east. When you're finished exploring here, head down the stairs to the south.



**Alien Container Items**



### KAGO'S KILLING SPREE, AND A LEGEND COMPLETE

The steps lead down to a corridor and a Drone on your right (west), and a corridor junction to the left (east). You can head up the steps, or check the door east of you. This leads to a hallway where two Aliens aren't expecting enemies attacking from this angle, and are trapped by their own Sphere Shield! Blast them apart, then the shield, before venturing northward along the thin corridor to a dead-end room with a broken teleport. If you gave Toshiro Kago his sword back, the mystery of the missing samurai has been solved. He's standing here, looking over the corpses of the many Aliens he's expertly slain. He won't follow you from this location, so search the bodies, attempt some incomprehensible chatter, and retrace your steps to the stairs upward, and head down the western corridor, passing the Drone.



#### Alien Biogel

There are two Alien pillars and a couple of foes along with a turret to nullify as you head to a junction with a door on your left (west) and a Sphere Shield blocking your path ahead (north). Either way is accessible (as long as you destroy the shields), but take your time as there are two turrets and a few Aliens in the room behind the door, and a turret beyond the shield in the corridor. Take care of these foes before inspecting the room. To the southeast is the control with the final Recorded Log! Congratulations; your Freeform Quest is complete, and an Achievement is duly awarded. Now check the room and gather Epoxy, Biogel, and some Crystals. You can booby-trap some controls if you're planning a more sneaky way through here or wish to deactivate the turrets.

#### FREEFORM QUEST

#### The Legend of Zeta



**Note: Alien Captive Recorded Log 23**  
Total Logs: 25/25



#### Alien Archivist Achievement



#### Alien Epoxy



#### Alien Biogel



#### Large Alien Crystal (2) Small Alien Crystal (3)

The room's eastern exit opens back into the corridor, on the other side of the Sphere Shield. Beware of enemy stragglers before passing the Healing Archway and heading north, up the stairs to a wider east-west corridor with two turrets on either side on the ceiling. Battle through to an open area with steps on either side of an Abomination to rake, and three more as you ascend to an upper balcony area. A disused teleport alcove to the east holds Epoxy and an Alien Container. Ransack the area before crossing the balconies to a doorway that leads around and to the Teleportation Matrix to the Bridge.



#### Alien Container Items



#### Alien Epoxy



### Caution

Beware! Once you step through this matrix and enter the Bridge, you cannot backtrack to some previous Mothership locations.

### TAKE IT TO THE BRIDGE



Meet the Alien Captain, then introduce him to your Disintegrator. The ship is yours!

Enter a small chamber with a teleport, a Healing Archway, and a door control to press, allowing access onto the ship's Bridge. Prepare to defeat the small band of Alien officers guarding the Captain at the far end of the Bridge, who fires a particularly devastating weapon at you: the Captain's Sidearm (a unique Alien Blaster).

Dodge or pin the Alien Captain down first, then mop up his subordinates, and the Bridge comes under the Lone Wanderer's control!

#### NEW OBJECTIVE

"Secure the Bridge" begins.

More Aliens teleport in from the south, so spin around and bombard them with your favored weapon, or orbs from the Drone Cannon, which are lethal in such an enclosed area. As you continue to drop Alien scum as they pour into the Bridge, an amber Alien hologram appears from where the Captain was standing; this appears to be an Alien Lieutenant screeching gobbledegook at you. Ignore the four generator controls for the moment (they are on each side of the Bridge), and wait for the jabbering to end. The Alien Lieutenant's ship hovers into view in front of you. It is preparing to fire on the Mothership!



#### Captain's Sidearm

### YOU MAY FIRE WHEN READY

The Bridge is rocked by a Death Ray from the other Alien craft, and after the customary juddering about the Bridge, Sally runs in with your remaining allies (assuming they're alive) and tells you this looks exactly like the Bridge from Captain Cosmos. She tells you to remain at the main Bridge controls where the Alien's head hologram appeared. Everyone else takes up a position around the Bridge, and braces for more space combat. Your mettle is now put to the test; you must survive the other ship's Death Ray onslaught, and fire back with everything you've got! Fortunately, a secondary Death Ray survived your earlier sabotage attempts. Action stations!



Shields down! Fire! Shields up! Repeat until one of you is floating debris in the upper atmosphere.

#### NEW OBJECTIVE

"Defeat the attacking Alien ship" begins.

With icons floating above buttons, and a massive saucer craft crumbling your craft's superstructure every few seconds, resist the temptation to freak out. Instead, optionally sit on the Captain's chair, and then study the control sensors. Here's what they do:





## Ship Controls

LOCATION	ACTION	RESULTS	WHEN USED	PROBLEMS
Three-button cluster: Left	Shields up!	The ship's remaining energy banks are routed to the shields, siphoning off power from the Death Ray.	When absorbing the most damage from the enemy Death Ray	Your Death Ray is very weak.
Three-button cluster: Middle	Power to shields and Death Ray	The initial setting; the energy banks are routed to both the shields and Death Ray.	Only occasionally	Doesn't protect or fire the ray with as much potency as the other buttons.
Three-button cluster: Right	Shields down!	The ship's remaining energy banks are routed to the Death Ray, siphoning off power from the shields.	When firing at the enemy craft.	Your shields are very weak, and you're open to enemy attack.
Central console button	Fire Death Ray!	The ship fires its Death Ray, and it strikes the enemy craft.	Frequently; to weaken and destroy the enemy craft.	The strength of the attack depends on the energy diverted to the Death Ray.

The trick to easily destroying the enemy craft is to follow this simple yet cunning plan:

1. Shields up! You absorb the next enemy shot with minimal damage.
2. Shields down! Drop the shields and fire the Death Ray as soon after the enemy ship fires as possible.
3. Shields up! Wait for the enemy to fire again, and repeat this tactic.



**Tip**

The enemy ship's shields are shown in holographic form, over the central console button. Keep track of your combat using this.

Combat isn't quite as simple as this though; after the first few shots, Somah shouts that the generators are offline. Switch them back on by flicking your shields up, then scurrying quickly to the two buttons on either side of the Bridge.

When the enemy craft's shields are half depleted, the Aliens try one last, desperate attempt to board the Bridge, via the Teleportation Matrix. A Grenade, Drone Cannon shot, or simply letting your teammates handle this incursion are all possible plans. Then return to the controls, and finish the extraterrestrial menace off once and for all!

**XP** 600 XP

## POST-QUEST ACTIVITIES

### CAPTAIN OF THE COSMOS

You're even better than Captain Cosmos! Thank Sally for the complement, then figure out if you'll ever see this ragtag bunch of allies alive again.

After a chat with Sally, you can bid goodbye to Somah and Paulson (or kill them for their items), and then take a Teleportation Matrix back to the Engineering Core, Steamworks, and back to the Bridge, or back down to the Capital Wasteland.



Now is the final opportunity to slit the throats or dispatch your allies (with the obvious exception of Sally) and claim that loot!

### FUTURE ABDUCTIONS

The Alien Anomaly is no more. In its place is a Beacon, allowing you access to the Mothership whenever you please.

When you land back in the Capital Wasteland, at 2.G [MZ1] Crashed Anomaly [LAT 03/LONG 22], the crashed craft has been removed, but the Alien body and Alien Power Cells are still there. In place of the anomaly is a Mothership Beacon. Simply touch it and you're beamed back aboard, and you can use the few accessible chambers to store items, and use in the same way as you would your house.

## ALLY INTERACTION

If you return to the Mothership after completing all associated quests, Somah and Paulson have left the ship for parts unknown, and are never seen again. However, Elliott, Sally, and Toshiro Kago remain on the Bridge.

**Sally:** Once a day or so, you can speak with Sally, and receive a random selection of Alien Biogel, Alien Epoxy, weapons, and ammunition she has scavenged.

**Elliott:** Once a day or so, you can chat with Elliott and receive additional Alien weaponry.

You can also return to the Engineering Core and scavenge any items you left behind. You can even backtrack all the way to the Holding Cells, if you forgot to gather your inventory when you escaped.

## QUEST REWARDS



**Tip**

Make sure you've grabbed as many of the rare or powerful items as you wish, as many are unique, and most can't be obtained after you reach the Bridge. Their locations are listed by Zone in the Unique Weapons and Outfits Appendix beginning on page 735. For details on how to obtain each of them, consult the Mothership Zeta Walkthrough, or the Wasteland Gear sections of this guide.



Howdy, pardner! There's a new sheriff in town, mainly because you shot Paulson and took his outfit. Finish the ensemble off with a Destabilizer. Then ruin it with a Samurai Helmet.



Relive your Operation Anchorage field operations fantasies by dressing the part, and carry a heavy-weapons punch in the form of a Drone Cannon. You stole the wig from a Ghoul with self-esteem issues.



# TOUR OF MOTHERSHIP ZETA

## Capital Wasteland Zone 2: Northern Mountains

### TOPOGRAPHICAL OVERVIEW

The Crashed Anomaly—a small one-green-man Recon craft code named Theta—is bathed in low-radiation and is a surprising discovery out in the northern wilds of the Capital Wasteland. It's not the only spacecraft you can witness (randomly there's an explosion in the sky, and a falling Alien Blaster to scavenge afterward), but once you begin Mothership Zeta, the Crashed Anomaly becomes altogether more dangerous.



### PRIMARY LOCATIONS

#### MOTHERSHIP ZETA

2.G/MZ1: Crashed Anomaly (LAT 03/LONG 22)

2.G/MZ1: Alien Homing Beacon (LAT 03/LONG 22)

#### ZONE 2

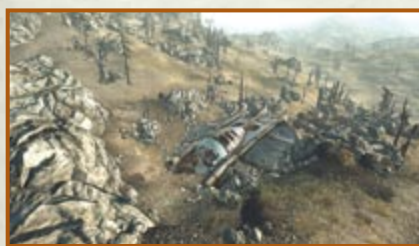
2.04: Clifftop Shacks (LAT 00/LONG 26)

2.07: Reclining Groves Resort Homes (LAT -02/LONG 20)

2.09: MDPL-13 Power Station (LAT 02/LONG 17)

## Primary Locations

### MZ1: CRASHED ANOMALY [LAT 03/LONG 22]



- Add-on Quest: Not of This World
- Threat Level: 2
- Faction: Alien
- Danger: Low Radiation
- Interior Exploration
- Radio Signal

Almost directly north of the MDPL-13 Power Station (as you follow the line of power towers) you pick up an odd radio signal: You hear mainly static and then some eerie garbled speech you can't decipher. Locate the remains of a house; something has crashed straight through it, digging a furrow into the hillside. This is Recon Craft Theta, an Alien scout ship! Round the front of the craft to uncover a strange body, thrown from the cockpit. When Mothership Zeta arrives (which you are unaware of), as soon as you step close to the

cockpit, you are grabbed by a tractor beam, and sucked up into an Alien spacecraft to begin **Add-on Quest: Not of This World**.

- Recon Craft Theta Beacon Signal
- Alien Blaster
- Alien Power Cell (10)



#### Note

This is classified as a Secondary Location [2.G] prior to Mothership Zeta arriving.

### MZ1: ALIEN HOMING BEACON [LAT 03/LONG 22]



- Threat Level: 1
- Alien
- Low Radiation
- Interior Exploration
- Services: Healer, Repairer

Once **Add-on Quest: This Galaxy Ain't Big Enough...** is completed and you return to the Capital Wasteland, Recon Craft Theta is gone (it's actually in the Hangar aboard the Mothership), and has been replaced by a Homing Beacon. Activate this beacon if you wish to return to the Mothership for Elliott's aid, or you want to gather additional supplies from the chambers still accessible. You can come and go as you please.



# Mothership Zeta: Interior Locations

## TOPOGRAPHICAL OVERVIEW

Mothership Zeta is never seen from the Capital Wasteland, as it is currently in high earth orbit. Both you and Recon Craft Theta are plucked unceremoniously from the ground and deposited aboard. Once inside this eldritch structure, you must free yourself with the help of a new friend, and fully explore the ship, gathering new weaponry, retrieving your inventory, learning how to destroy generators, and trekking from the lower decks all the way up to the Bridge itself. Expect swift and constant retaliation from your Alien masters, as they throw their best shock troops, Drones, and freakish Abominations at you.



### Note

The number suffix relates to the order of the Add-on Quest you are engaged in. For example, "MZ1.02 Steamworks" is first encountered during **Add-on Quest 1: Not of This World**. Whereas "MZ3.22 Living Quarters" is first encountered during **Add-on Quest 3: This Galaxy Ain't Big Enough...**



### Note

As you journey through the Mothership, there is a variety of new items available for you to pick up. They are detailed below.

## Mothership Zeta: Aid and Other Items

NAME	VALUE	WEIGHT	EFFECT LIST
Alien Biogel	25	0	Restore Health & Conditions +10, Random Biochemical Anomaly †
Adapted Biogel	25	0	Restore Health & Conditions +50, Random Biochemical Anomaly †
Alien Crystal (Small)	10	0	A good source of Caps (with no added weight to encumber you) when sold back in the Wasteland
Alien Crystal (Large)	20	0	A better source of Caps (with no added weight to encumber you) when sold back in the Wasteland
Alien Epoxy	25	0	Repair currently equipped weapon
Alien Power Module	5	0	Used to supply ammunition to any type of ranged Alien weapon
Alien Squid Food	1	0	Restore Health +5
Alien Worm Food	1	0	Restore Health +5
Buttercup Toy	150	2	A toy version of the Giddyup Buttercup and an expensive type of ammunition for the Rock-it Launcher
Drone Control Device	300	3	Allows you to control Drones in stasis pods throughout the Mothership, one at a time

† The Biochemical Anomaly temporarily causes one of the following effects: INT -1, PER -1, END -1, AGI -1, Radiation Damage 5, Restore Health 5, Restore Rads 10, AP +10, STR +2, AGI +2

## PRIMARY LOCATIONS

MZ1.01 Holding Cells*	MZ2.12 Research Lab†
MZ1.02 Steamworks*	MZ2.13 Decompression Chamber†
MZ1.03 Engineering Core*	MZ2.14 Space Walk†
MZ2.04 Cryo Lab†	MZ3.15 Observation Deck†
MZ2.05 Cryo Storage†	MZ3.16 Weapons Lab†
MZ2.06 Hangar†	MZ3.17 Experimentation Lab†
MZ2.07 Robot Assembly†	MZ3.18 Biological Research†
MZ2.08 Maintenance Level†	MZ3.19 Death Ray Hub†
MZ2.09 Waste Disposal†	MZ3.20 Death Ray Control†
MZ2.10 Engine Room†	MZ3.21 Living Quarters†
MZ2.11 Cargo Hold†	MZ3.22 Bridge*

\* This location remains accessible once all Mothership Zeta quests are completed.

† This location cannot be re-entered once you enter the Death Ray Control, during **Add-on Quest: This Galaxy Ain't Big Enough...**

## Primary Locations

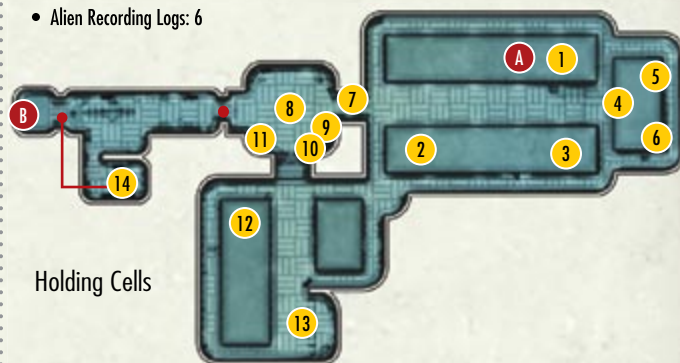
### MZ1.01: HOLDING CELLS



- Add-on Quest: Not of This World
- Threat Level: 2
- Faction: Alien
- Interior Exploration
- Area Is Locked
- Guns and Ammunition
- Health and Chems
- Inhabitants: Sally, Somah

You begin your exploration of Mothership Zeta after being abducted and placed in a cell with Somah. In this area, you'll learn to trust Somah, encounter your first Alien and kill it, acquire new Alien technologies, rescue a young girl adept at crawling through tiny ducts, and figure out how to overload a generator.

- Alien Recording Logs: 6



Holding Cells



### A Somah's Cell

You wake up from your abduction here. Somah is with you, and hatches an escape plan from this point. You receive your first Shock Baton from a fight with Aliens close to this location.

- Shock Baton

### 1 Clamped Wastelander (Cell)

A screaming Wastelander is plucked by robotic claw from this cell.

### 2 Dead Enclave Officer (Cell)

- Enclave Officer Hat
- Enclave Officer Uniform

### 3 Rivet City Security Officer (Cell)

### 4 5 6 Alien Captive Recorded

Logs #14, #22, #15

- Recorded Log 01-03/25

### 7 Healing Archway

### 8 Holding Cells Control Room

There are three Recorded Logs in here. Sally unlocks the door to the west.

### 9 10 11 Alien Captive Recorded

Logs #03, #01, #12

- Recorded Log 04-06/25

### 12 Sally's Cell

Rescue the little girl, so she can unlock the door in the control room.

### 13 Generator

This powers the cell Sally is in. Shut down the three coolants to destroy this, and all future generators.

### 14 Door Controls

Press the switch in here to open the door leading directly to the Door to the Steamworks. Pick up your entire inventory from here.

- Complete Inventory
- Alien Container Items (2)

### B Door to the Steamworks

## MZ1.02 STEAMWORKS



- Add-on Quest: Not of This World
- Threat Level: 3
- Faction: Alien
- Interior Exploration
- Guns and Ammunition
- Health and Chems

The Steamworks is a massive series of conduits and machinery designed to help propel Mothership Zeta through space. There are

Aliens and their robot Drones to defeat, more new and interesting Alien weaponry to use, and Alien Workers to save from your wrath if you're so inclined. You battle through here to reach the Engineering Core.

- Alien Recording Logs: 0

### A Door to Holding Cells

### 1 Winding Corridors

Expect combat with Aliens through this area of steaming pipes.

### 2 Long Corridor

Check the shelves for items. Expect more Alien combat here. Dropped items from combat include the Atomizer and Disintegrator.

- Large Alien Crystal (2)
- Small Alien Crystal (2)
- Alien Atomizer
- Alien Disintegrator

### 3 Long Side Corridor

Accessed via the door to the southeast. Inside is a Healing Archway. The corridor leads east, to the previously locked door and an Alien Container.

- Alien Container Items

### 4 Steamworks Junction

- Alien Container Items

### 5 Steamworks Bay

A balcony and lower steam vents. Expect combat, and your first encounter with innocent Alien Workers here.

### 6 Side Corridor

- Alien Container Items
- Alien Epoxy (2)

### 7 Catwalk

Beware of the turret at the eastern end.

### 8 Connecting Corridor

There's a Healing Archway here.

### 9 Maintenance Bay

- Alien Container Items

### 10 Connecting Upper Corridor

Beware of an Alien ambush and turret here. There's a Healing Archway before the stairs.

### 11 Sally Rendezvous Point

Check the storage room to the east before proceeding.

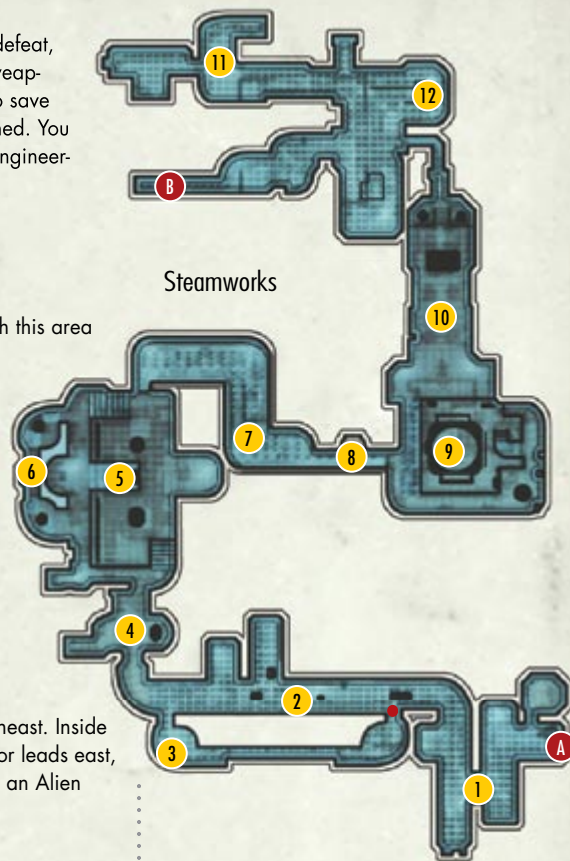
- Alien Container Items (2)
- Small Alien Crystal (2)
- Large Alien Crystal (2)
- Alien Power Cell (48)
- Alien Biogel

### 12 Catwalk and Balcony

Watch for turrets in this area.

- Alien Worm Food
- Small Alien Crystal (2)

### B Door to Engineering Core



## MZ1.03 ENGINEERING CORE



- Add-on Quest: Not of This World
- Add-on Quest: Among the Stars
- Threat Level: 3
- Faction: Alien
- Collectibles: Mini-Nuke, Nuka-Cola Quantum (3)
- Interior Exploration
- Area Is Locked
- Follower
- Guns and Ammunition
- Health and Chems
- Rare or Powerful Item
- Sleep Mattress
- Work Bench
- Inhabitants: Colonel Hartigan (Deceased), Elliott Tercorien, Paulson, Toshio Kago

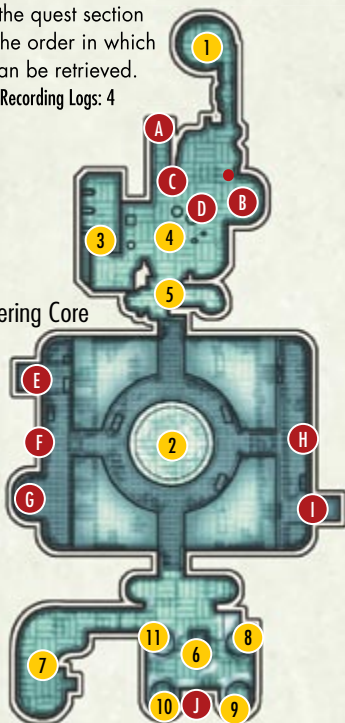
This is the main hub of your exploration. You meet (or more precisely, thaw out) your remaining allies, and can elect to execute them if you need their unique items (although it is better to use their talents and slay them at the end of this quest). You must attack the giant core dominating the center of this location by overloading three generators accessed via the Cryo Lab, Hangar, and Robot Assembly areas. You can access other optional locations, too. The Engineering Core also benefits from your allies' plundering plans; you can return to



locations 3, 4, and 5 six times, and your friends will have unearthed an increasingly potent new set of items to choose from. Check the quest section to see the order in which items can be retrieved.

- Alien Recording Logs: 4

### Engineering Core



### A Door to the Steamworks (Lower Level)

#### 1 Sally's Stash (Lower Level)

This small Container collection is accessible only if you've destroyed a generator, speak with Sally, and have the Child at Heart perk.

- Alien Container Items (3)

### B Teleportation Matrix to Bridge (Lower)

The door to this teleport is sealed until you complete the entire quest. Then it opens, allowing free access to and from the Bridge.

#### 2 Power Core (Lower and Upper)

The central power for Mothership Zeta. The lower level surrounding the core has limited areas of interest.

- Alien Container Items (2)

#### 3 Lower Observation Deck

This area is constantly filled with new items. Toshio Kago also makes his makeshift bed here, and disappears before you head out for the space walk.

- Small Alien Crystal (13)
- Large Alien Crystal (7)
- Ammunition Box (3)
- Buttercup Toy (129/152)
- Weapons and Ammo
- Buffout
- Nuka-Cola Quantum (107-109/110)
- Toy Robot with Teddy Hostage

#### 4 Upper Observation Deck

This area is constantly filled with new items. A door to the Decompression Chamber and a Teleportation Matrix to the Main Observation Deck are accessed here.

- Work Bench
- Weapons and Ammo
- Ammunition Box (4)
- First Aid Box
- Buttercup Toy (130/152)
- Mini-Nuke (91/92)
- Chems
- Alien Biogel (4)
- Nuka-Cola Quantum (110/110)
- Teddy with Beer

### C Door to Decompression Chamber (Upper)

Access this door only after destroying the three generators in the Cryo Lab Storage, Hangar, and Robot Assembly.

### D Teleportation Matrix to Observation Deck (Upper)

Your allies use this to reach you, although you can use this to return here prior to storming the final parts of the ship.

### E Door to Engine Room

This allows access to an optional exploration. It unlocks after you thaw out your allies.

### F Door to Robot Assembly

This allows access to a mandatory generator. It unlocks after you thaw out your allies.

### G Teleportation Matrix to Maintenance Level

This allows access to the Waste Disposal and an optional exploration. It unlocks after you thaw out your allies.

### H Door to Hangar

This allows access to a mandatory generator. It unlocks after you thaw out your allies.

### I Door to Cargo Hold

This allows access to the Biological Research and an optional exploration. It unlocks after you thaw out your allies.

### 5 Northern Balcony Shelving

#### 6 Pod Chamber

This contains stasis pods for Toshio Kago, Elliott Tercorien, Colonel Hartigan (deceased), and Paulson. Should Tercorien survive the expedition into the Cryo Lab, he can provide you with Cryo Grenades and Cryo Mines. Otherwise, he can provide you with Adapted Biogel. Somah can repair your items.

- Paulson's Outfit (131/152)
- Paulson's Revolver (132/152)
- Sheriff's Hat (133/152)
- Samurai Armor (134/152)
- Samurai Helmet (135/152)
- Spacesuit (136/152)
- Winterized Medic Armor (137/152)
- Adapted Biogel
- Cryo Grenade
- Cryo Mine

#### 7 Side Storage Room

It unlocks after you thaw out your allies.

- Alien Container Items
- Alien Epoxy

### 8 9 10 11 Alien Captive Recorded Logs #07, #06, #08, #05

- Recorded Log 07-10/25

### J Door to Cryo Lab

This allows access to the Cryo Storage and

a mandatory generator. It unlocks after you thaw out your allies.

## MZ2.04 CRYO LAB



- Add-on Quest: Among the Stars
- Threat Level: 3
- Faction: Alien
- Interior Exploration
- Guns and Ammunition
- Health and Chems
- Inhabitants: Private Mears (Deceased), Private Beckett, Sergeant Daniels

The deep freeze is where the Aliens store the abductees they have tagged for their collections, or those they aren't currently experimenting on. Among the frozen are members of Elliott Tercorien's battalion. Most of the time, you're letting loose rabid Ghouls and Raiders en route to the main Cryo Storage facility itself. For best results, take Elliott with you.

- Alien Recording Logs: 4

### A Door to Engineering Core

#### 1 Initial Chamber (two floors)

Release the mechanism to remove the energy barrier below, to access the room with the glass roof and Healing Archway.

- Alien Container Items (4)
- Alien Epoxy
- Small Alien Crystal (4)
- Large Alien Crystal
- Alien Biogel (2)
- 5.56mm Round (16)

### 2 Alien Captive Recorded Log #04 (Lower)

- Recorded Log 11/25

### B Teleportation Matrix to Cryo Storage

This isn't working when you arrive here, and is switched on once you return from Cryo Storage.

#### 3 Connecting Corridor

- Alien Worm Food

#### 4 Freezer

There is a central chamber with a Healing Archway, and a pod room to the north and south with a switch to raise the pods. Deranged Raiders and Ghouls are released if you do this.

### 5 Alien Captive Recorded Log #02

- Recorded Log 12/25

### 6 Experiments Freezer Control Room

Destroy the turret, release all freezer pods, and unlock the door to a small storage room from this side chamber.



### 7 Small Storage Room

- Flamer Fuel (33)
- Railway Spikes (9)
- Intact Garden Gnome
- Food and Chems
- Alien Epoxy (2)
- Alien Biogel (2)
- Alien Container Items (2)
- Chinese Commando Hat
- Chinese Pistol
- Frag Grenade
- Small Alien Crystal (2)
- Large Alien Crystal

### 8 Experiments Freezer

The switches raise individual pods, which are either empty or contain a hostile Raider or Ghoul. There are three Raiders, Ghouls, and Aliens in this area. Check the lower area for shelving with a wealth of supplies:

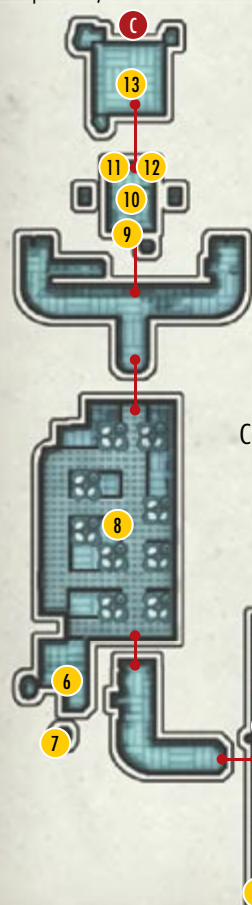
- Food and Chems
- Combat Knife
- Recon Armor and Helmet
- Scoped .44 Magnum and Ammo
- Police Hat
- Police Baton
- Spiked Knuckles
- Roving Trader Outfit
- Darts (20)
- Gum Drops
- Red Racer jumpsuit
- Microfusion Cell (18)
- Electron Charge Pack (24)
- Whiskey (2)
- Railway Spikes (19)
- Combat Armor and Helmet
- Plasma Pistol
- Alien Epoxy
- Power Armor and Helmet
- Ammunition Box
- Laser Rifle

### 9 Control Room

Freeze the Aliens in the Examination Room from here.

### 10 Examination Room

Three dead soldiers (Rheems, Mears, and Spurlock) from Elliott's battalion are being



Cryo Lab

dissected here. They appear as Wastelanders if Elliott isn't with you.

- Frag Mine
- Pulse Grenade
- Advanced Radiation Suit (2)
- .32 Pistol and Ammo
- Rad-X
- Purified Water
- Whiskey

### 11 12 Alien Captive Recorded Log #1 and #17

- Recorded Log 13-14/25

### 13 Stasis Pod Chamber

Ignore the pods, open them, or speak with Elliott until he has the cryogenic materials to restore the frozen memories of the two trapped soldiers in the pods. Private Beckett and Sergeant Daniels are friendly only if you choose the latter option. If Elliott isn't with you, the pods are empty.

- Winterized Medic Armor (138-139/152)
- Winterized Medic Helmet (140-141/152)

### C Door to Cryo Storage

## MZ2.05 CRYO STORAGE



- Add-on Quest: Among the Stars
- Threat Level: 3
- Faction: Alien
- Interior Exploration
- Guns and Ammunition
- Health and Chems

Only accessed via the Cryo Lab, this storage facility houses all the abductees in suspended deep-sleep. You can wake a few Super Mutants if you wish, but your main task here is to locate and destroy one of the three generators.

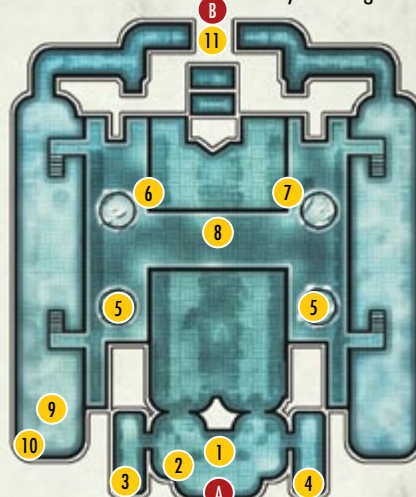
- Alien Recording Logs: 2

### A Door to Cryo Lab

### 1 Entrance Chamber

- Alien Container Items

### Cryo Storage



### 2 Alien Captive Recorded Log #25

- Recorded Log 15/25

### 3 Healing Archway

### 4 Healing Archway

### 5 Balcony Area (both sides)

You can raise pods in this balcony, releasing Super Mutants from lower ground stasis pods.

### 6 7 Super Mutant Pods

### 8 Connecting Passage (lower)

- Alien Epoxy
- Shock Baton
- Alien Container Items

### 9 Small Workstation

- Alien Epoxy (2)

### 10 Alien Captive Recorded Log #16

Recorded Log 16/25

### 11 Generator

### B Teleportation Matrix to Cryo Lab

## MZ2.06 HANGAR



- Add-on Quest: Among the Stars
- Threat Level: 4
- Faction: Alien
- Interior Exploration
- Guns and Ammunition
- Health and Chems

For best results, take Paulson with you. The Hangar features a giant bay with a pylon energy field holding the remains of Recon Craft Theta, plucked from the Capital Wasteland at the same time you were abducted.



Battle to an upper balcony where the generator room is located, then bounce the Aliens ambushing you with their own pylon technology.

- Alien Recording Logs: 0

### A Door to Engineering Core

#### 1 Entrance Room

- Alien Container Items

#### 2 Mess Hall

- Alien Container Items (2)
- Small Alien Crystal (6)
- Alien Food
- Large Alien Crystal

#### 3 Hangar Dock (Recon Craft Theta)

This is surrounded by 10 pylons.

#### 4 U-Shaped Corridor

Beware of a turret in this corridor.

#### 5 Shelving

- Small Alien Crystal (2)

#### 6 South Balcony

- Large Alien Crystal (3)
- Alien Atomizer

#### 7 Control to Upper Balcony

#### 8 Upper Balcony

There are two Healing Archways in here, and controls to the generator room. Access the door control and the alarm is raised.

#### 9 Pylon Controls

#### 10 Connecting Corridor

- Small Alien Crystal (2)
- Large Alien Crystal

#### 11 Generator Room

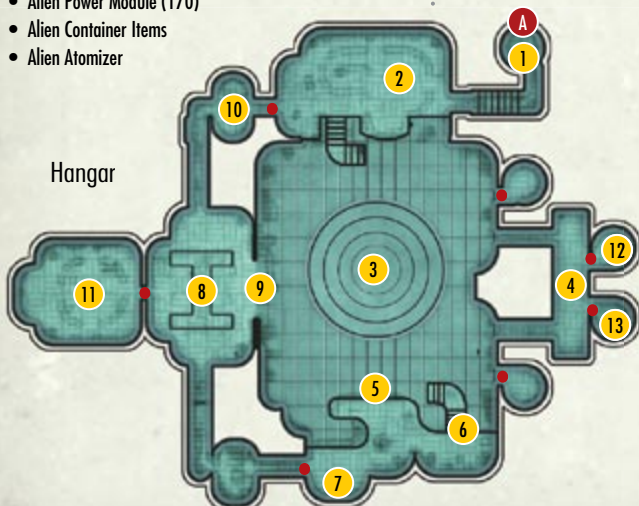
- Alien Food
- Small Alien Crystal (10)
- Large Alien Crystal (5)
- Disintegrator
- Shock Baton (2)
- Alien Power Module (170)
- Alien Container Items
- Alien Atomizer

#### 12 Alien Incursion Teleport

- Small Alien Crystal (5)
- Large Alien Crystal (2)
- Alien Container Items

#### 13 Alien Incursion Teleport

- Alien Power Module (170)
- Alien Container Items
- Alien Atomizer



## MZ2.07 ROBOT ASSEMBLY



- Add-on Quest: Among the Stars
- Threat Level: 4
- Faction: Alien

- Interior Exploration
- Guns and Ammunition
- Health and Chems
- Rare or Powerful Item

Somah can provide both supporting fire and accessibility to an upper balcony during the exploration of this area, which is a long conveyor belt of partially built Drones ending in a northern testing area where these robots are activated. A special Drone Control Device helps you befriend Drones if you can find it. Destroy the generator here before returning to the Engineering Core.

- Alien Recording Logs: 0

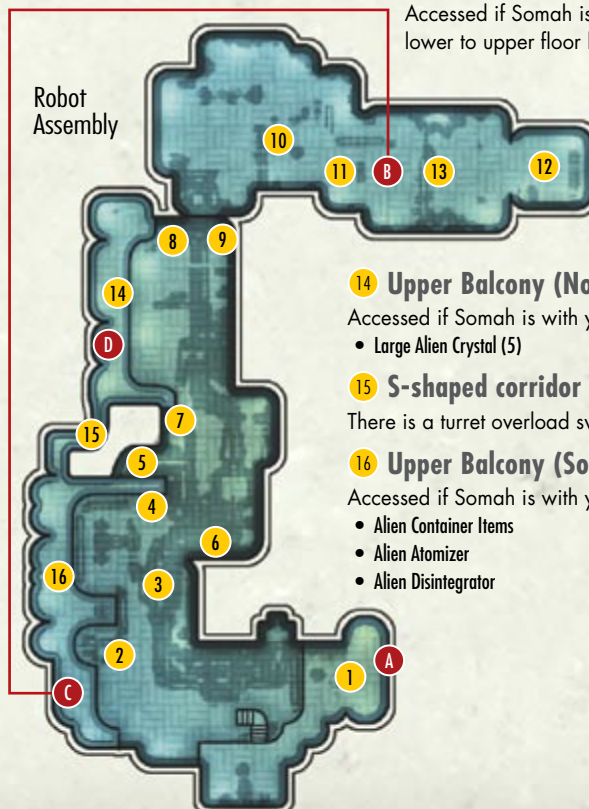
### A Door to Engineering Core

#### 1 Initial Balcony (Upper)

- Large Alien Crystal (4)
- Small Alien Crystal (3)
- Alien Container Items (2)

#### 2 Robot Assembly (Lower, South)

- Alien Epoxy (5)
- Alien Container Items
- Large Alien Crystal
- Small Alien Crystal (5)
- Alien Power Module (100)
- Alien Power Cell (12)



#### 3 Robot Assembly Line

- Large Alien Crystal (3)

#### 4 Healing Archway

- Alien Container Items
- Alien Epoxy

#### 5 L-Corridor (Lower)

#### 6 Robot Assembly (Central)

- Alien Biogel (4)
- Alien Squid Food

#### 7 Turret Control Switch

#### 8 Electronics Access Panel

#### 9 Teddy's TV Watch

- Vodka

#### 10 Robot Assembly (North)

Defeat all Aliens and check them for the Drone Control Device, allowing you to control a single Drone to aid you.

- Drone Control Device (142/152)
- Alien Biogel (2)
- Alien Disintegrator
- Alien Epoxy (3)
- Alien Container Items (3)

#### 11 Healing Archway (Lower)

#### 12 Generator

#### 13 Dual Corridor (Lower)

- Large Alien Crystal (4)
- Small Alien Crystal (14)
- Alien Container Items
- Alien Epoxy

### B Teleportation Matrix to Robot Assembly (Lower)

### C Teleportation Matrix to Robot Assembly (Lower, Exit)

### D Teleportation Matrix

Accessed if Somah is with you; lower to upper floor balcony.

#### 14 Upper Balcony (North)

Accessed if Somah is with you.

- Large Alien Crystal (5)

#### 15 S-shaped corridor

There is a turret overload switch here.

#### 16 Upper Balcony (South)

Accessed if Somah is with you.

- Alien Container Items
- Alien Atomizer
- Alien Disintegrator



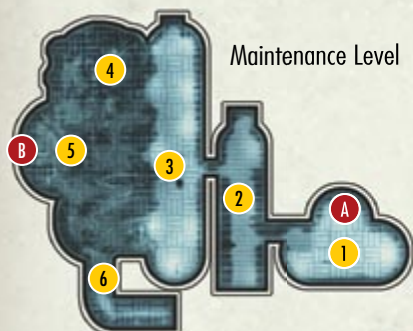
### MZ2.08 MAINTENANCE LEVEL



- Add-on Quest: Among the Stars
- Threat Level: 1
- Faction: Alien
- Interior Exploration

In this optional area to explore, you find Sally tinkering with a set of trash compactor controls, which soon becomes a rapid descent into a giant refuse pile. The only method of escape involves traipsing through the waste disposal area at the base of this area.

- Alien Recording Logs: 0



#### A Teleportation Matrix to Engineering Core

##### 1 Entrance

- Alien Container Items

##### 2 Entrance Corridor

- Alien Squid Food

##### 3 Narrow Corridor

- Alien Container Items (2)

##### 4 Trash Collection Pod

Ride down with Sally the tinkerer.

##### 5 Trash Pile

##### 6 South Balcony (Inaccessible)

Sally speaks to you from here.

##### B Door to Waste Disposal

### MZ2.09 WASTE DISPOSAL

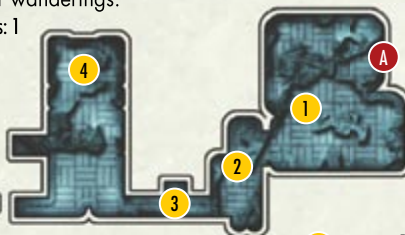


- Add-on Quest: Among the Stars
- Threat Level: 4
- Faction: Alien
- Interior Exploration
- Guns and Ammunition
- Health and Chems
- Rare or Powerful Item

After you're dumped here by Sally's wayward fiddling, she dutifully provides audible assistance as you navigate the many crushing columns and tubes of this refuse-strewn location. You battle Aliens and Drones, and find a sword during your wanderings.

- Alien Recording Logs: 1

#### A Door to Maintenance Level



#### Waste Disposal

##### 1 Trash Compactor Chamber

- Safe Items
- First Aid Box

##### 2 Compactor Tube Corridor

- Safe Items
- First Aid Box

##### 3 Connecting Corridor (Healing Archway)

##### 4 Connecting Chamber and Semi-Circular Catwalk

- Holotape: Anchorage Quartermaster Shipment
- General Chase's Overcoat (143/152)
- First Aid Box

##### 5 Compactor Cells and Linking Corridors

- Safe Items [Hard]
- First Aid Box

##### 6 Control Chamber (Alien Ambush)

- Alien Container Items (3)

##### 7 Alien Captive Recorded Log #19

- Recorded Log 17/25

##### 8 Storage Room

- Samurai Sword (144/152)
- First Aid Box (8)

### B Teleportation Matrix to Engineering Core

### MZ2.10 ENGINE ROOM



- Add-on Quest: Among the Stars
- Threat Level: 3
- Faction: Alien
- Interior Exploration
- Guns and Ammunition
- Health and Chems
- Rare or Powerful Item

A navigation through the main reactors powering Mothership Zeta, this stores a special

Shock Baton, has some additional enemies to slay, and provides a glimpse into the method of powering this vessel.

- Alien Recording Logs: 0

#### A Door to Engineering Core

##### 1 Initial Control Room

##### 2 Engine Connecting Corridor

##### 3 Healing Archway

##### 4 Engine Room Reactor Chamber

##### 5 Turret Control

This destroys the turrets (and Aliens) in the room to the west.

##### 6 Windowed Room

- Alien Epoxy (3)
- Electro-Suppressor (145/152)

##### 7 Control Antechamber

Press the switch to unlock the circular door to the northwest

##### 8 Corridor and Alcove (and turret)

##### 9 Conduit Chamber

Access the turret controls at the base of the stairs to destroy them.

##### 10 Connecting Corridor (Healing Archway)

##### 11 Turret Room

- Alien Container Items (2)

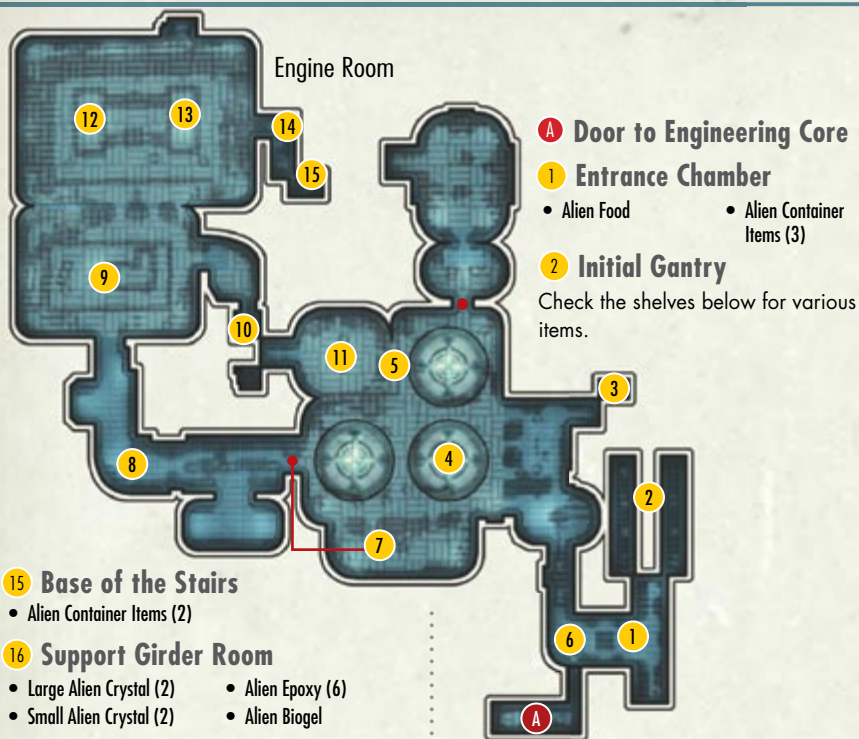
##### 12 Reactor Room

##### 13 Reactor Room

##### 14 Connecting Corridor

There is a Healing Archway and turret switch in here.





### 15 Base of the Stairs

- Alien Container Items (2)

### 16 Support Girder Room

- Large Alien Crystal (2)
- Alien Epoxy (6)
- Small Alien Crystal (2)
- Alien Biogel

## MZ2.11 CARGO HOLD



- Add-on Quest: Among the Stars
- Threat Level: 3
- Faction: Alien
- Collectible: Mini-Nuke
- Interior Exploration
- Guns and Ammunition
- Health and Chems
- Rare or Powerful Item

A mass of equipment, most of which you cannot hope to carry out with you, is neatly arranged in this massive, two-level chamber with a central conveyor belt, and surrounding shelving stocked with supplies. Only take what you really need, which should include a special prototype Plasma Pistol, before accessing the Research Lab.

- Alien Recording Logs: 0



Cargo Hold

### A Door to Engineering Core

#### 1 Entrance Chamber

- Alien Food
- Alien Container Items (3)

#### 2 Initial Gantry

Check the shelves below for various items.

#### 3 Northeast Corner

There are Jukeboxes, Wrenches, billboards, two bathtubs, baby carriages, Vault posters, and a Teddy Bear here.

#### 4 Central Conveyor Corner

There are a couple of alcoves here to check, near shelves with Ammo Boxes on them. The alcove with computer parts has Reid Underwood's Terminal.



Access Reid Underwood's Terminal, where you can read four Log Entries or remote unlock Underwood's safe (located in the southeast corner of the Cargo Hold).

- Ammunition Box (12)

#### 5 Southwest Corner

- Plasma Rifle
- Assault Rifle
- Missile Launcher
- 10mm Pistol (3)
- Scoped .44 Magnum
- Hunting Rifle
- Laser Pistol (2)
- Ammunition Box (5) [1: Average]
- Flamer Fuel (150)
- Bottlecup Mine (2)
- Food
- Buffout (5)
- Mentats (4)
- Med-X (3)
- Scotch (3)
- RadAway (3)
- Rad-X (2)

#### 6 Southeast Corner Detritus Pile

A waste disposal chute drops random items down, which cannot be grabbed. The safe only opens after accessing Reid Underwood's Terminal.

- Energy Cell
- Note: MPLX "Novasurge" Prototype Plasma Pistol
- MPLX Novasurge (146/152)

### 7 Conveyor Belt

The following items are of most interest. Start your clockwise search where indicated on the map.

- Frag Mine (5)
- Plasma Grenade (3)
- Ammunition Box
- Railway Spikes (120)
- Missile Launcher
- 5mm Round (100)
- Frag Mine (5)
- Missile (6)
- Ammunition Box
- Shotgun Shell (8)
- BB (200)
- Crate of Chems
- Crate of Stimpaks
- Combat Armor and Helmet
- Raider Painspike Armor
- Raider Blastmaster Armor
- Sniper Rifle
- Power Armor
- Power Helmet (2)
- Mini-Nuke (92/92)
- Flamer
- Minigun
- Nail Board (2)
- Chinese Assault Rifle
- Frag Grenade (6)

### C Door to Research Laboratory

This is only accessed when you exit from the laboratory.

## MZ2.12 RESEARCH LAB



- Add-on Quest: Among the Stars
- Threat Level: 3
- Faction: Alien
- Interior Exploration
- Guns and Ammunition
- Health and Chems
- Rare or Powerful Item

An initial chamber has a variety of vehicles (including Colonel Hartigan's space pod). Witness the depth of the Aliens' malevolent fascination with Giddyup Buttercup as you delve deeper into this laboratory! Row after row of steely-eyed robotic horses stand motionless, ready for the call to strike and overthrow their human riders!

- Alien Recording Logs: 2

### A Door to Cargo Hold

#### 1 Main Facility Chamber

This features a variety of human technology, including Colonel Hartigan's space pod.

- Toy Car (37)

#### 2 Alien Captive Recorded Log #13

- Recorded Log 18/25

#### 3 Buttercup Facility Chamber

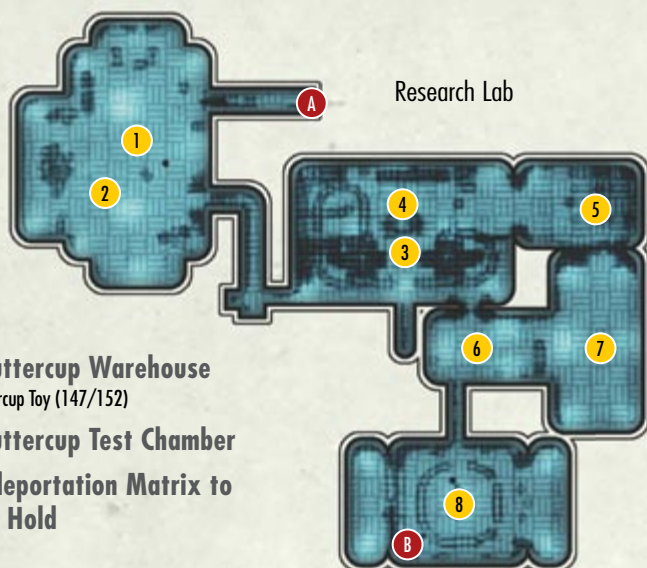
#### 4 Alien Captive Recorded Log #21

- Recorded Log 19/25

#### 5 Lower Production Chamber

#### 6 Electrical Carousel Room





Research Lab

### 7 Buttercup Warehouse

- Buttercup Toy (147/152)

### 8 Buttercup Test Chamber

### B Teleportation Matrix to Cargo Hold

## MZ2.13 DECOMPRESSION CHAMBER



- Add-on Quest: Among the Stars
- Threat Level: 1
- Faction: Alien
- Interior Exploration

This small location is accessed only after you've shut down the three generators, and spoken to Sally. Don your Spacesuit, and wait for the atmosphere to match the outside before disengaging the airlock!

- Alien Recording Logs: 0

### A Door to Engineering Core

### 1 Decompression Room

Press the switch to decompress the chamber and open the door to the west.

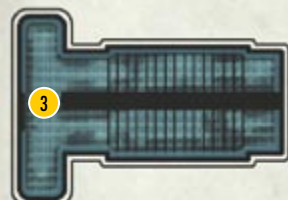
### 2 Connecting Chamber (Lower)

### 3 Stairs

### 4 Locked Storage Room

- Alien Biogel (4)
- Alien Container Items (2)

### B Door to Space Walk



Decompression Chamber

## MZ2.14 SPACE WALK



- Add-on Quest: Among the Stars
- Threat Level: 2
- Faction: Alien
- Interior Exploration

This lumbering and awe-inspiring stroll among the stars may be mind-boggling, but it also has a purpose. You must locate three panels, and press them into the Mothership's superstructure before you can beam yourself to the upper decks of this massive craft.

- Alien Recording Logs: 0

## MZ3.15 OBSERVATION DECK



- Add-on Quest: This Galaxy Ain't Big Enough...

- Threat Level: 2
- Faction: Alien
- Interior Exploration

After you recompress, this small location becomes the main point for assembling your allies as you begin to assault the inner chambers of the Mothership. On the upper deck, you have a better view of the earth, and your first encounter with the Alien Captain, who isn't too happy with your plucky band of miscreants.

- Alien Recording Logs: 0

### A Teleportation Matrix

You appear here from your space walk, and cannot return outside.

### 1 Decompression Room

Press the switch to decompress the chamber and open the door to the north.

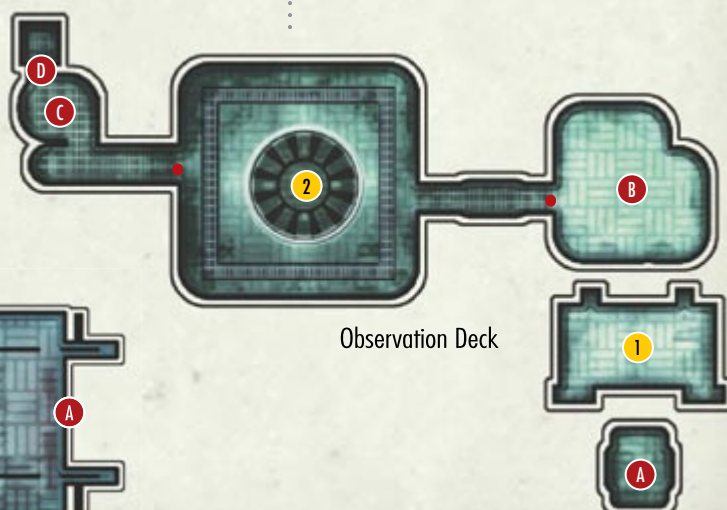
### B Teleportation Matrix to Engineering Core

Activate this so your allies can join you and so Sally can open the door to the west. You can optionally return to the Engineering Core before continuing.

- Alien Container Items (2)

### 2 Observation Chamber

Look down for a view of the earth, and look out for a holographic threat from the Alien Captain. Afterward, Sally opens the door to the west.



Observation Deck



## C Teleportation Matrix to Biological Research

This is shut down, and only used to transport allies once you reach the Biological Research area.

## D Door to Weapons Lab

- Large Alien Crystal (4)

## MZ3.16 WEAPONS LAB



- Add-on Quest: This Galaxy Ain't Big Enough...
- Threat Level: 4
- Faction: Alien
- Interior Exploration
- Guns and Ammunition
- Health and Chems
- Rare or Powerful Item

The Weapons Lab is where much of the Aliens' more offensive technology is tested. You must trek through this maze of connecting corridors en route to the Bridge. The main control room holds a wealth of armaments, and also includes a hefty unique Drone Cannon, as well as a shooting range where you can practice your skills, increase your XP, and earn the only perk in this quest.

- Alien Recording Logs: 1

## A Door to Observation Deck

### 1 Turret Switch (Lower)

Activate this to destroy the turrets in the first main area.

### 2 Initial Chamber (Lower)

There are turrets, and a balcony to the southwest. Check the shelves for goods.

- Alien Container Items
- Alien Epoxy (3)
- Alien Biogel (3)
- Large Alien Crystal (4)
- Small Alien Crystal (4)

### 3 Connecting Corridor (Lower)

The Teleportation Matrix to the south can be stood on, but not used.

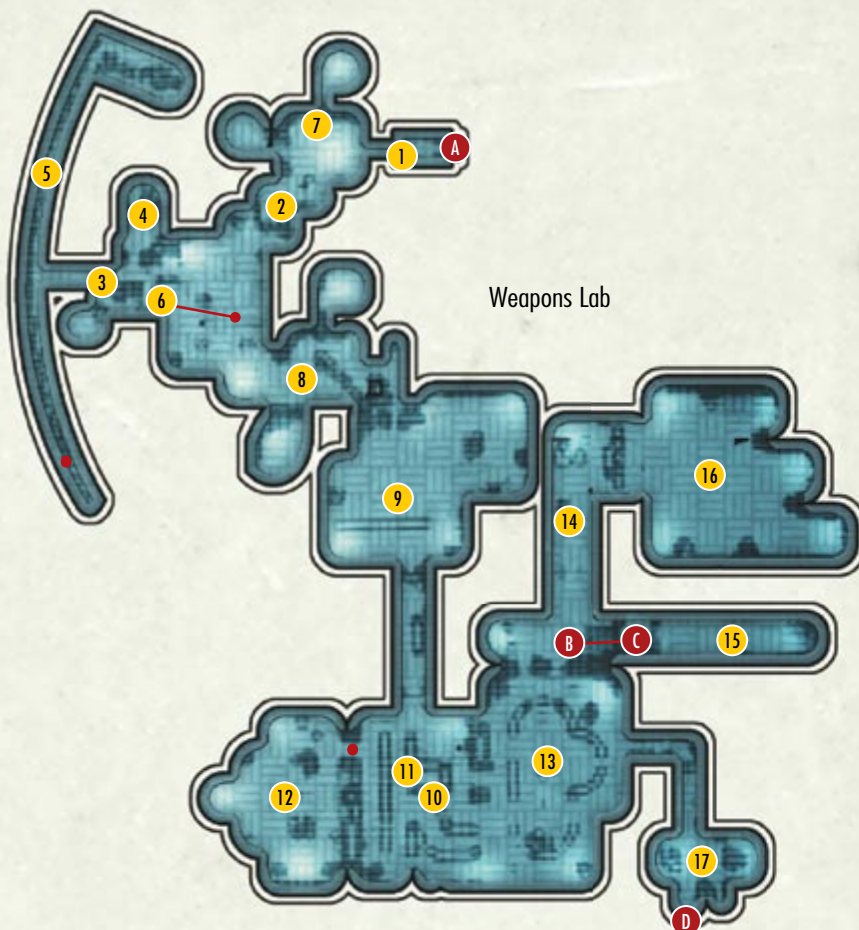
### 4 Drone Pod Storage (Lower)

Open this using the door controller.

- Alien Container Items
- Alien Epoxy (6)
- Alien Biogel (3)
- Atomic Pulverizer (2)
- Alien Power Cell (24)
- Alien Module
- Buttercup Toy (148/152)

### 5 Slightly Curving Corridor (Lower and Upper)

Access the balcony above by navigating these two identical corridors.



### 6 Initial Chamber Balcony (Upper)

Switch off the energy barrier doorway below from this point. There is a Healing Archway here.

- Shock Baton

### 7 Teddy and Gnome Snoozing (Upper)

### 8 Connecting Chamber (Lower)

- Alien Container Items (3)

### 9 Large, Two-Story Chamber

- Alien Container Items (2)

### 10 Control Room

Access the Experimental Chamber and begin the Brahmin experiment from here. There's a mass of items along the south wall.

- Alien Container Items (2)
- Alien Atomizer
- Alien Power Cell (72)
- Combat Armor
- Tesla Armor
- Frag Mine (6)
- Alien Epoxy (7)
- Alien Biogel (2)
- Plasma Mine (4)
- Pulse Grenade (9)
- Plasma Grenade (12)
- Gatling Laser
- Alien Disintegrator
- Small Alien Crystal (3)
- Alien Atomizer (2)
- Microfusion Cell (80)
- Energy Cell (80)
- Plasma Rifle
- Metal Armor

Weapons Lab

### 11 Alien Captive Recorded Log #24

- Recorded Log 20/25

### 12 Experimental Chamber

- Drone Cannon Ex-B (149 –150/152)

### 13 Dining Area

- Alien Squid Food
- Alien Worm Food

### 14 Shooting Gallery Balcony

Access both galleries to obtain the Xenotech Expert perk.

- Destabilizer (151/152)
- Alien Container Items
- Alien Disintegrator
- Alien Atomizer
- Xenotech Expert (+20% damage with Alien weapons)

### 15 Brahmin Shooting Gallery

### 16 Wastelander Shooting Gallery

### B C Teleportation Matrix

This allows you to get "up close and personal" with the Brahmin shooting gallery.

### 17 Exit Chamber

### D Door to Experimentation Lab



### MZ3.17 EXPERIMENTATION LAB



- Add-on Quest: This Galaxy Ain't Big Enough...
- Threat Level: 3
- Faction: Alien
- Interior Exploration
- Guns and Ammunition
- Health and Chems

The true horror of the Aliens' abduction begins to sink in as you discover the more grisly side of their probing. This series of chambers is dotted with the corpses of those of particular interest to these fiends, along with the Aliens' greatest triumph: half-human, half-Alien hybrids known only (and suitably) as Abominations.

- Alien Recording Logs: 3

#### A Door to Weapons Lab

##### 1 Entrance Chamber

- Alien Worm Food

##### 2 "Dining Room"

- Combat Armor

##### 3 Autopsy Room

- Alien Container Items (2)

##### 4 Alien Captive Recorded Log #20

- Recorded Log 21/25

##### 5 Small Probe Room

- Alien Biogel (2)

##### 6 Small Room with Bloody Table

- Small Alien Crystal (4)
- Large Alien Crystal (4)

##### 7 Operating Room

This is accessed from the narrow corridor controller. Inside is a dead Wastelander and Healing Archway.

- Alien Biogel
- Recon Armor and Helmet

##### 8 Large Windowed Chamber

The generator in the sunken central area opens the energy barrier to the west. The southern windows overlook the Abomination holding cells.

- Alien Biogel
- Alien Container Items

##### 9 Alien Captive Recorded Log #10

- Recorded Log 22/25

##### 10 Connecting Double Corridor

- Alien Container Items

##### 11 Abomination Holding Cells

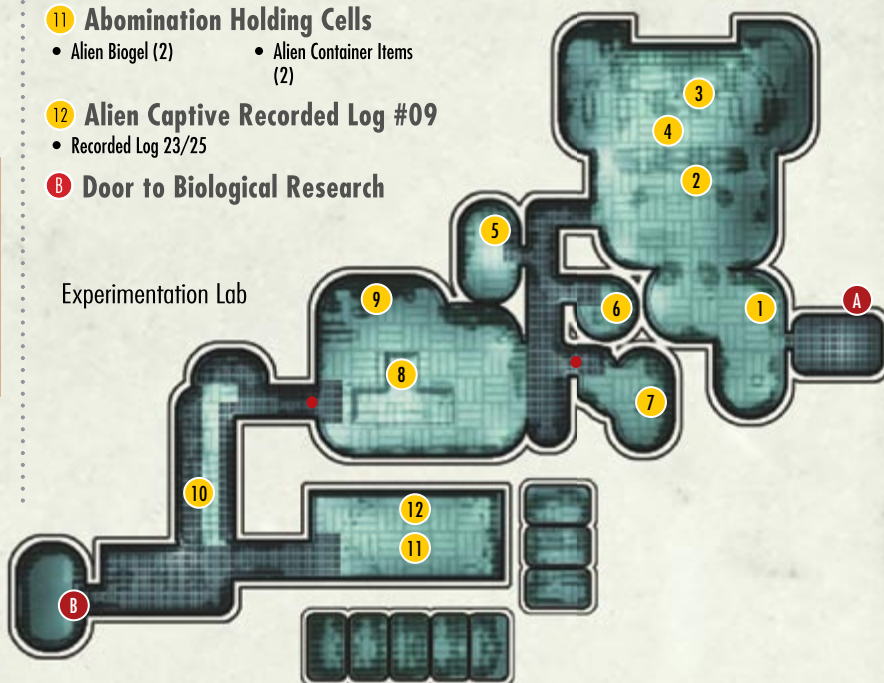
- Alien Biogel (2)
- Alien Container Items (2)

##### 12 Alien Captive Recorded Log #09

- Recorded Log 23/25

#### B Door to Biological Research

Experimentation Lab



### MZ3.18 BIOLOGICAL RESEARCH



- Add-on Quest: This Galaxy Ain't Big Enough...
- Threat Level: 4
- Faction: Alien
- Interior Exploration
- Guns and Ammunition
- Health and Chems

This additional research facility yields more Abomination adversaries to fight through as you edge ever-closer to the Bridge. It features a large coil chamber, and an increasingly frantic Alien presence. The final chamber features

three Teleportation Matrix pads, allowing your allies to storm in again, and you to maneuver back and forth from the Bridge to the Engineering Core once this quest is over.

- Alien Recording Logs: 1

#### A Door to Experimentation Lab

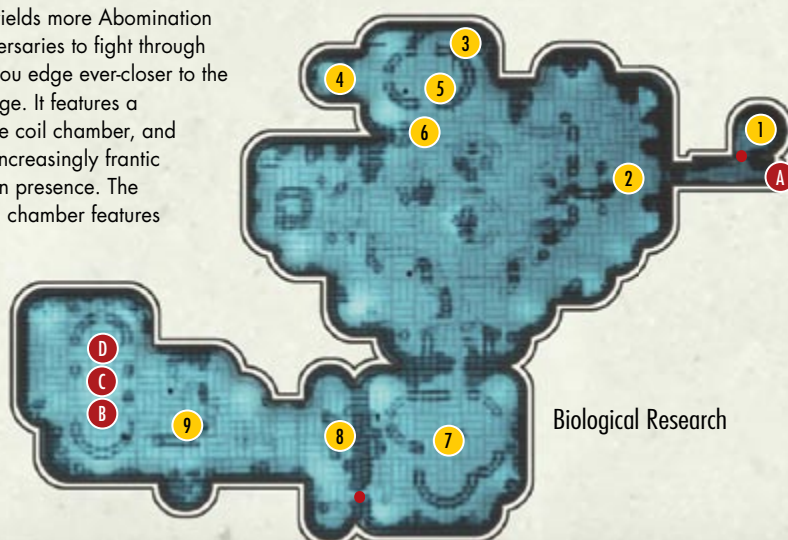
##### 1 Locked Bay

Open this door by accessing the controller in the narrow corridor.

- Alien Epoxy (5)

##### 2 Coil Chamber (Lower and Upper)

This massive chamber has Abominations to face.



Biological Research



### 3 Side Shelf (Upper)

- Alien Epoxy (2)
- Alien Biogel (2)
- Large Alien Crystal (2)

### 4 Western Alcove (Upper)

- Alien Worm Food
- Small Alien Crystal (2)
- Large Alien Crystal

### 5 Alien Captive Recorded Log #18

- Recorded Log 24/25

### 6 Healing Archway (Upper)

### 7 Sunken Research Living Area

### 8 Connecting Corridor

### 9 Upper Platform and Triple Teleportation Matrix

Drop down to secure the following items on the floor below.

- Alien Container Items
- Alien Power Cell (100)
- Alien Epoxy (7)
- Large Alien Crystal
- Alien Biogel (2)
- Small Alien Crystal (3)



## Caution

Beware! This is your last opportunity to backtrack for any missed Recorded Logs, as many areas become accessible once you enter the Death Ray Hub.

### B Teleportation Matrix to the Bridge

Inaccessible the first time you reach this point. Used by your allies to storm the Bridge when you arrive.

### C Teleportation Matrix to Observation Deck

Your allies appear from here. Use this when backtracking.

### D Teleportation Matrix to Death Ray Hub

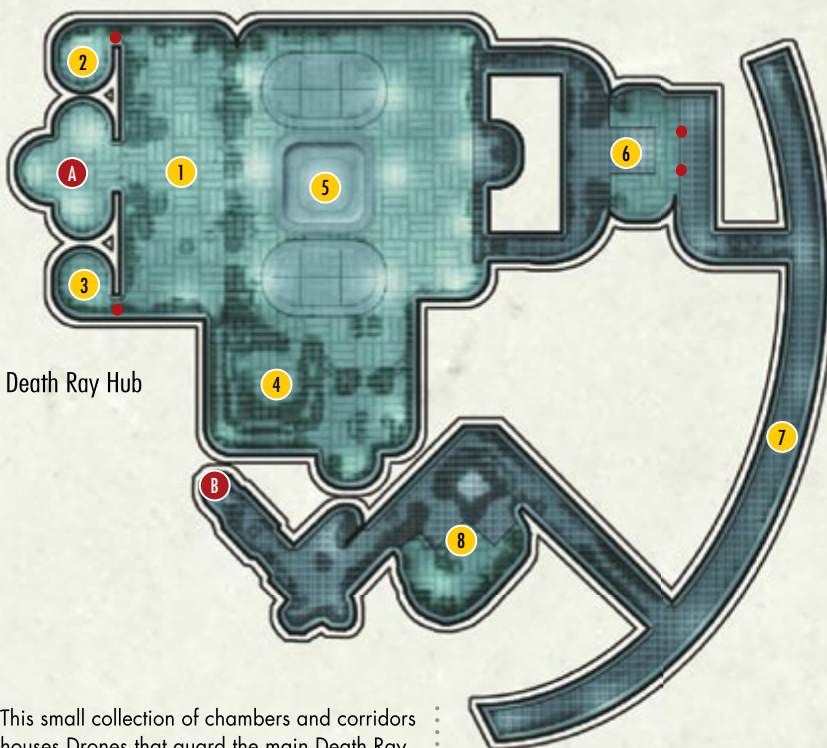
This area is only accessible after the quest is over, and useful for quickly maneuvering between areas.

## MZ3.19 DEATH RAY HUB



- Add-on Quest: This Galaxy Ain't Big Enough...
- Threat Level: 3

- Faction: Alien
- Interior Exploration
- Guns and Ammunition
- Health and Chems



Death Ray Hub

This small collection of chambers and corridors houses Drones that guard the main Death Ray Control area. This is a straightforward push through toward your goal of complete Alien annihilation!

- Alien Recording Logs: 0

### A Teleportation Matrix to Biological Research

#### 1 Entrance Chamber

#### 2 Drone Alcove

Access this via the controller in the previous chamber.

#### 3 Drone Alcove

Access this via the controller in the previous chamber.

#### 4 Equipment Alcove

Access this via the controller in the corridor.

- Alien Container Items (3)
- Alien Epoxy
- Alien Biogel (3)

#### 5 Single Core Chamber

There is a Healing Archway, and a turret controller to the south as you enter this large chamber, with steps down to the south.

#### 6 Connecting Chamber (Lower)

Activate the release mechanism to remove the energy barriers.

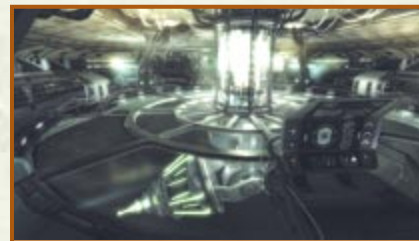
#### 7 Curved Corridor (Lower)

#### 8 Healing Archway Room

- Alien Container Items

### B Door to Death Ray Control

## MZ3.20 DEATH RAY CONTROL



- Add-on Quest: This Galaxy Ain't Big Enough...

- Threat Level: 2
- Faction: Alien
- Interior Exploration



Death Ray Control



This single, giant chamber has an observation floor you can use to watch the majesty of a broken and dying earth, made all the more uninhabitable if you decide to "accidentally" fire off the Mothership's main cannon. The Death Ray itself must be put out of commission by destroying the four generators connected to it.

- Alien Recording Logs: 0

### A Door to Death Ray Hub

#### 1 Generator Activation Switch and Death Ray Fire

#### 2 Death Ray Fire Maneuver

#### 3 Death Ray

#### 4 5 6 7 Generator

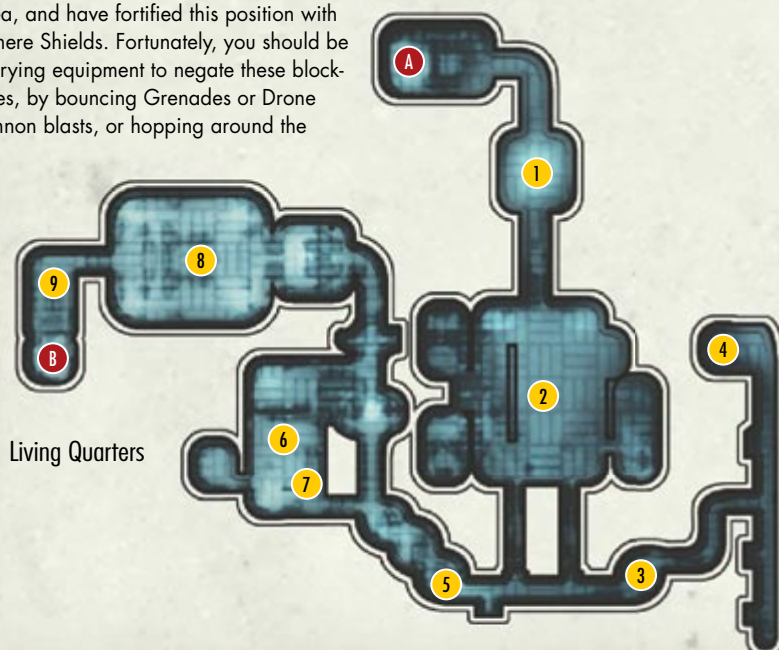
### B Teleportation Matrix to Living Quarters

## MZ3.21 LIVING QUARTERS



- Add-on Quest: This Galaxy Ain't Big Enough...
- Threat Level: 4
- Faction: Alien
- Interior Exploration
- Guns and Ammunition
- Health and Chems

The Aliens themselves sleep in small stasis pods dotted around a central sleeping area, and have fortified this position with Sphere Shields. Fortunately, you should be carrying equipment to negate these blockades, by bouncing Grenades or Drone cannon blasts, or hopping around the



shields themselves. Only then can you locate the final Recorded Log, and storm the Bridge!

- Alien Recording Logs: 1

### A Teleportation Matrix to Death Ray Control

#### 1 Entrance Shield

- Alien Container Items

#### 2 Sleeping Quarters

Drop down or destroy the Sphere Shields from the side to fully access this area. There are empty stasis chambers off this main area.

#### 3 Hallway

#### 4 Toshiro Kago's Killing Spree

#### 5 Hallway

#### 6 Control Room

You can explode the turrets via a wall controller here, obtain the last Recorded Log, and search for more items. You can avoid a Sphere Shield in the hallway by heading through here.

- Alien Container Items
- Small Alien Crystal (7)
- Large Alien Crystal (5)
- Alien Epoxy (2)
- Alien Biogel
- Alien Worm Food (2)
- Alien Squid Food

#### 7 Alien Captive Recorded Log #23

- Recorded Log 25/25

#### 8 Exit Balcony (lower and upper)

Fight Abominations to reach the exit.

- Alien Container Items
- Large Alien Crystal
- Alien Epoxy
- Alien Biogel (2)

#### 9 Healing Archway

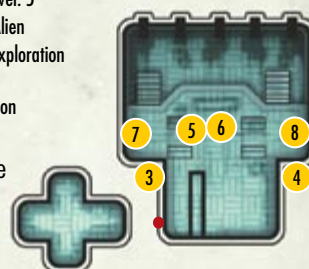
### B Teleportation Matrix to the Bridge

## MZ3.22 BRIDGE



- Add-on Quest: This Galaxy Ain't Big Enough...
- Threat Level: 5
- Faction: Alien
- Interior Exploration
- Guns and Ammunition
- Health and Chems
- Rare or Powerful Item
- Work Bench

Bridge



The final combat occurs here, and is fraught and bloody, with you spilling green Alien goo around the Bridge, executing the Alien Captain, and stealing his Sidearm. After that, the main controls are utilized cunningly to fight off a sister craft before it rips through Zeta's shields. Only then can you return home to the Capital Wasteland.

- Alien Recording Logs: 0

### A Teleportation Matrix from Living Quarters

This allows access to the Engineering Core after the quest is over.

### B Teleportation Matrix to Capital Wasteland

This becomes functional once the quest is over.

#### 1 Work Bench

#### 2 Healing Archway

#### 3 Generator Switches (2)

#### 4 Generator Switches (2)

#### 5 Power Distribution

Utilized during the battle with the spacecraft.

#### 6 Fire Control

Utilized during the battle with the spacecraft. Obtain the Captain's Sidearm from the body of the Alien Captain standing here.

- Captain's Sidearm (152/152)

#### 7 Lower Bridge

- Alien Container Items

#### 8 Lower Bridge

- Alien Container Items





## Chapter 7



## APPENDICES












The following appendices are presented so you can keep track of your Achievements, collectibles, and rare inventory items.



## APPENDIX 1: ACHIEVEMENTS (XBOX 360/PC) AND TROPHIES (PS3)

	XBOX 360/PC ACHIEVEMENT	VALUE	PS3 TROPHY	VALUE	DESCRIPTION
	1 Vault 101 Citizenship Award	10	Bronze	15	Got the Pip-Boy 3000
	2 The G.O.A.T. Whisperer	10	Bronze	15	Took the G.O.A.T.
	3 Escape!	20	Bronze	15	Completed "Main Quest: Escape!"
	4 Following in His Footsteps	20	Bronze	15	Completed "Main Quest: Following in His Footsteps"
	5 Galaxy News Radio	20	Bronze	15	Completed "Main Quest: Galaxy News Radio"
	6 Scientific Pursuits	20	Bronze	15	Completed "Main Quest: Scientific Pursuits"
	7 Tranquility Lane	20	Bronze	15	Completed "Main Quest: Tranquility Lane"
	8 The Waters of Life	20	Bronze	15	Completed "Main Quest: The Waters of Life"
	9 Picking up the Trail	20	Bronze	15	Completed "Main Quest: Picking up the Trail"
	10 Rescue from Paradise	20	Bronze	15	Completed "Main Quest: Rescue from Paradise"
	11 Finding the Garden of Eden	20	Bronze	15	Completed "Main Quest: Finding the Garden of Eden"
	12 The American Dream	20	Bronze	15	Completed "Main Quest: The American Dream"
	13 Take It Back!	40	Silver	30	Completed "Main Quest: Take It Back!"
	14 Big Trouble in Big Town	20	Bronze	15	Completed "Miscellaneous Quest: Big Trouble in Big Town"
	15 The Superhuman Gambit	20	Bronze	15	Completed "Miscellaneous Quest: The Superhuman Gambit"
	16 The Wasteland Survival Guide	20	Bronze	15	Completed "Miscellaneous Quest: The Wasteland Survival Guide"
	17 Those!	20	Bronze	15	Completed "Miscellaneous Quest: Those!"
	18 The Nuka-Cola Challenge	20	Bronze	15	Completed "Miscellaneous Quest: The Nuka-Cola Challenge"
	19 Head of State	20	Bronze	15	Completed "Miscellaneous Quest: Head of State"
	20 The Replicated Man	20	Bronze	15	Completed "Miscellaneous Quest: The Replicated Man"
	21 Blood Ties	20	Bronze	15	Completed "Miscellaneous Quest: Blood Ties"
	22 Oasis	20	Bronze	15	Completed "Miscellaneous Quest: Oasis"
	23 The Power of the Atom	20	Bronze	15	Completed "Miscellaneous Quest: The Power of the Atom"
	24 Tenpenny Tower	20	Bronze	15	Completed "Miscellaneous Quest: Tenpenny Tower"
	25 Strictly Business	20	Bronze	15	Completed "Miscellaneous Quest: Strictly Business"
	26 You Gotta Shoot 'Em in the Head	20	Bronze	15	Completed "Miscellaneous Quest: You Gotta Shoot 'Em in the Head"
	27 Stealing Independence	20	Bronze	15	Completed "Miscellaneous Quest: Stealing Independence"
	28 Trouble on the Homefront	20	Bronze	15	Completed "Miscellaneous Quest: Trouble on the Homefront"
	29 Agatha's Song	20	Bronze	15	Completed "Miscellaneous Quest: Agatha's Song"
	30 Reilly's Rangers	20	Bronze	15	Completed "Miscellaneous Quest: Reilly's Rangers"
	31 Reaver	10	Bronze	15	Reached Level 8 with Bad Karma
	32 Mercenary	10	Bronze	15	Reached Level 8 with Neutral Karma
	33 Protector	10	Bronze	15	Reached Level 8 with Good Karma
	34 Harbinger of War	20	Bronze	15	Reached Level 14 with Bad Karma
	35 Pinnacle of Survival	20	Bronze	15	Reached Level 14 with Neutral Karma
	36 Ambassador of Peace	20	Bronze	15	Reached Level 14 with Good Karma
	37 Scourge of Humanity	30	Silver	30	Reached Level 20 with Bad Karma
	38 Paradigm of Humanity	30	Silver	30	Reached Level 20 with Neutral Karma

### Appendix 1: Achievements and Trophies (continued)

	XBOX 360/PC ACHIEVEMENT	VALUE	PS3 TROPHY	VALUE	DESCRIPTION
	39 Last, Best Hope of Humanity	30	Silver	30	Reached Level 20 with Good Karma
	40 Weaponsmith	30	Silver	30	Made one of every Custom Weapon †
	41 Doesn't Play Well with Others	20	Bronze	15	Killed 300 people ‡
	42 Slayer of Beasts	20	Bronze	15	Killed 300 creatures ††
	43 Silver-Tongued Devil	20	Silver	30	Won 50 Speech challenges
	44 Data Miner	20	Silver	30	Hacked 50 terminals
	45 Keys are for Cowards	20	Silver	30	Picked 50 Locks
	46 One-Man Scouting Party	20	Silver	30	Discovered 100 locations ††
	47 Psychotic Prankster	10	Bronze	15	Placed a Grenade or Mine while Pickpocketing
	48 The Bigger They Are...	20	Gold	90	Kill all the Super Mutant Behemoths ††
	49 Yes, I Play with Dolls	10	Silver	30	Collected 10 Vault-Tec Bobbleheads
	50 Vault-Tec C.E.O.	30	Gold	90	Collected 20 Vault-Tec Bobbleheads
	51 Aiding the Outcasts	20	Silver	30	Complete Sub-Quest: Aiding the Outcasts
	52 The Guns of Anchorage	20	Silver	30	Complete Sub-Quest: The Guns of Anchorage
	53 Paving the Way	20	Silver	30	Complete Sub-Quest: Paving the Way
	54 Operation: Anchorage	40	Gold	90	Complete Sub-Quest: Operation: Anchorage!, and Additional Quest: Operation: Anchorage
	55 Into the Pitt	20	Silver	30	Complete Sub-Quest: Into the Pitt
	56 Unsafe Working Conditions	20	Silver	30	Complete Sub-Quest: Unsafe Working Conditions
	57 Free Labor	40	Gold	90	Complete Sub-Quest: Free Labor, and Additional Quest: The Pitt
	58 Mill Worker	20	Silver	30	Locate 100 Steel Ingots
	59 Death from Above	30	Silver	30	Complete Sub-Quest: Death from Above
	60 Shock Value	30	Silver	30	Complete Sub-Quest: Shock Value
	61 Who Dares Wins	30	Gold	90	Complete Sub-Quest: Who Dares Wins
	62 Devil	20	Bronze	15	You reach Level 30 with Bad Karma
	63 True Mortal	20	Bronze	15	You reach Level 30 with Neutral Karma
	64 Messiah	20	Bronze	15	You reach Level 30 with Good Karma
	65 The Local Flavor	20	Silver	30	Complete Sub-Quest: The Local Flavor
	66 Walking with Spirits	20	Silver	30	Complete Sub-Quest: Walking with Spirits
	67 A Meeting of the Minds	20	Gold	90	Complete Sub-Quest: A Meeting of the Minds
	68 Bog Walker	20	Silver	30	Discover all (29) Primary Locations in Point Lookout
	69 Not of This World	20	Silver	30	Complete Not of This World
	70 Among the Stars	20	Silver	30	Complete Among the Stars
	71 This Galaxy Ain't Big Enough...	40	Gold	90	Complete This Galaxy Ain't Big Enough...
	72 Alien Archivist	20	Silver	30	Collected all Alien Captive Recordings

† There are seven Custom Weapons: Bottlecap Mine, Dart Gun, Deathclaw Gauntlet, Nuka-Grenade, Railway Rifle, Rock-it Launcher, and Shishkebab.

‡ These include Enclave troops, Brotherhood Outcasts, Megaton Settlers, Raiders, Rivet City Security, Scavengers, Slavers, Talon Company Mercs, Tenpenny Residents and Security Guards, Underworld Residents, Wastelanders, and Feral Wastelanders.

†† These include Ants, Bloatflies, Brahmin, Centaurs, Deathclaws, Dogs, Enclave Eyebots, Feral Ghouls, Mirelurks, Robots, Radroaches, Radscorpions, Super Mutants, Turrets, and Yao Guai.

†† These are Primary Locations on your Pip-Boy's World Map.

‡‡ There are five Behemoths to kill: One is in a large pen in Evergreen Mills [7.04]; one is near the Jury Street Tunnel Super Mutant Camp [8.A]; one is outside Galaxy News Radio [10.03]; one is outside the auto shop in Takoma Park [13.03]; and one is in the Central Rotunda of the Capital Building [17.14].



## APPENDIX 2: BOBBLEHEADS (20)

NUMBER	ZONE	LOCATION	NOTES
#01: Energy Weapons	1.01	Raven Rock [LAT -28 / LONG 28]	Raven Rock — Level 2, colonel Autumn's quarters, on table.
#02: Big Guns	1.04	Fort Constantine [LAT -17 / LONG 26]	CO quarters, inside open safe.
#03: Endurance	1.07	Deathclaw Sanctuary [LAT -22 / LONG 20]	Deathclaw Sanctuary, initial chamber, next to corpse pile.
#04: Explosives	1.11	WKML Broadcast Station [LAT -17 / LONG 18]	Sealed Cistern, next to ham radio.
#05: Speech	2.08	Paradise Falls [LAT -09 / LONG 16]	Eulogy's Pad, on table.
#06: Perception	3.03	The Republic of Dave [LAT 19 / LONG 27]	Museum of Dave, bookcase.
#07: Agility	3.06	Greener Pastures Disposal Site [LAT 07 / LONG 21]	Office, on table.
#08: Repair	5.07	Arefu [LAT -11 / LONG 06]	Evan King's house, on table.
#09: Science	5.12	Vault 106 [LAT -09 / LONG 01]	Vault 106 living quarters, medical bay eastern wall, on shelves.
#10: Charisma	6.06	Vault 108 [LAT 18 / LONG 06]	Vault 108 — Cloning Lab, on table.
#11: Lockpick	6.07	Bethesda Ruins [LAT 05 / LONG 03]	Bethesda Offices East, top floor, on desk in central room.
#12: Small Guns	6.11	National Guard Depot [LAT 18 / LONG -03]	National Guard Armory, shelf in equipment storage.
#13: Sneak	7.01	Yao Guai Tunnels [LAT -28 / LONG -04]	Yao Guai Den, on metal crate, eastern area of central cavern.
#14: Barter	7.04	Evergreen Mills [LAT -18 / LONG -07]	Bazaar, Jack's northeast alcove; top right shelf behind the Work Bench.
#15: Melee Weapons	7.11	Dunwich Building [LAT -26 / LONG -18]	Virulent Underchambers, mall maintenance room.
#16: Unarmed	7.C	Rockopolis [LAT -26 / LONG -07]	Rockopolis, next to Argyle's body.
#17: Medicine	8.01	Vault 101 [LAT -04 / LONG -04]	Vault 101, Dad's clinic table.
#18: Strength	8.03	Megaton [LAT -01 / LONG -06]	Lucas Simms's house, sheriff's bedroom, on table.
#19: Intelligence	9.15	Rivet City [LAT 18 / LONG -17]	Science Lab, on table.
#20: Luck	16.03	Arlington House	Arlington house, cellar shelves.

## APPENDIX 3: FAT MEN (9)

#	ZONE	LOCATION	NOTES
#01	0.51	Wasteland Mini-Encounter: Dead Guy, Fat Man	A randomly found Wastelander with a Fat Man and Mini-Nuke.
#02	1.04	Fort Constantine [LAT -17 / LONG 26]	Bomb storage, experimental Chamber on table, near two Mini-Nukes.
#03	3.02	Old Olney [LAT 10 / LONG 26]	Olney Sewers, southeastern safe storage room (the bloody sleeping quarters).
#04	4.11	Fort Bannister [LAT -18 / LONG -01]	Fort Bannister Main, locked [Average] storage room.
#05	5.01	Germantown Police Headquarters [LAT -02 / LONG 13]	Basement, in small storage room [Average] near firing range.
#06	7.04	Evergreen Mills [LAT -18 / LONG -07]	Foundry, inside locked storage room [Average].
#07	10.03	Galaxy News Radio	Exterior plaza, on the body of the fallen Brotherhood Knight.
#08	15.02	White House Utility Tunnel	White House crater, on concrete "island."
#09	17.14	Capitol Building West Entrance	Rotunda, on body of Talon Company Merc during Behemoth battle.

† The "Experimental MIRV" Fat Man is included in the Unique Weapons and Outfits Appendix.

## APPENDIX 4: FAT MAN: MINI-NUKES (92)

#	ZONE	LOCATION	NOTES
#01	0.00	Wasteland Mini-Encounter: Merchant Trader Caravan	Sold by (or in the inventory of) Lucky Harith.
#02	0.01	Wasteland Mini-Encounter: Searching for Cheryl	On the Behemoth corpse once you locate and fight it, near the Super Mutant Camp [8.A].
#03	0.25	Wasteland Mini-Encounter: The Lone Ranger	Near the Irradiated Metro [9.12], on Ranger, once Miscellaneous Quest: Reilly's Rangers is complete.
#04	0.51	Wasteland Mini-Encounter: Dead Guy, Fat Man	A randomly found Wastelander with a Fat Man and Mini-Nuke.
#05	1.04	Fort Constantine [LAT -17 / LONG 26]	Bomb storage, experimental chamber on table, near Fat Man.
#06	1.04	Fort Constantine [LAT -17 / LONG 26]	Bomb storage, experimental chamber on table, near Fat Man.
#07	1.04	Fort Constantine [LAT -17 / LONG 26]	Bomb storage, upstairs office, on table.
#08	1.07	Deathclaw Sanctuary [LAT -22 / LONG 20]	Deathclaw Sanctuary, initial chamber, next to corpse pile.
#09	1.A	Raider Wharf [LAT -24 / LONG 25]	Base of bookcase, on the wharf.
#10	1.D	Jackknifed Truck (on Freeway) [LAT -26 / LONG 20]	Back of container truck, on table.
#11	1.E	Overlook Raider Shack [LAT -25 / LONG 21]	Shack, in the bathtub.
#12	1.E	Overlook Raider Shack [LAT -25 / LONG 21]	Rude skeleton, in the lone bathtub northeast of shack.
#13	2.01	Oasis [LAT -03 / LONG 28]	Sunken Chambers, underwater in grotto.
#14	2.02	SatCom Array NN-03d [LAT -13 / LONG 25]	On Super Mutant mannequin, on top of the upper satellite dish.
#15	2.02	SatCom Array NN-03d [LAT -13 / LONG 25]	On Super Mutant mannequin, on top of the upper satellite dish.
#16	3.02	Old Olney [LAT 10 / LONG 26]	Olney Sewers, generator room, behind storage closet door [Very Hard].
#17	3.D	Ruined Farmstead [LAT 06 / LONG 27]	Barn: On shelf inside the open tool cabinet.
#18	3.I	The Roach King [LAT 08 / LONG 16]	Inside his "rocket throne."
#19	4.02	Five Axles Rest Stop [LAT -21 / LONG 10]	Inside one of the truck containers.
#20	4.04	Broadcast Tower KT8 [LAT -26 / LONG 09]	Drainage Chamber, under floor hatch, where Remnant skeletons lie.
#21	4.10	VAPL-58 Power Station [LAT -14 / LONG 03]	Interior. Look up! It's on top of the light fixture nearer the door.
#22	4.11	Fort Bannister [LAT -18 / LONG -01]	Fort Bannister Main, locked [Average] storage room.
#23	4.J	Wasteland Gypsy Village [LAT -18 / LONG 06]	Inside the shack with tree stump left of the door.
#24	4.K	Wastelander Pylon [LAT -14 / LONG 05]	Among the items at the base of the pylon.
#25	5.03	Hamilton's Hideaway [LAT -07 / LONG 07]	Inside locked cell gate, part of Freeform Quest: Caching in with Three Dog.
#26	5.04	Hallowed Moors Cemetery [LAT -04 / LONG 09]	On the table with the ham radio.
#27	5.05	Meresti Trainyard [LAT -01 / LONG 07]	Metro Station (interior), lower mezzanine, northeast corner, on the inaccessible elevated platform roof, above the Work Bench and shelves; dislodge it with gunfire or explosives (it won't explode).
#28	5.06	Agatha's House [LAT 01 / LONG 08]	Inside Agatha's Locked Ammo Box.
#29	5.12	Vault 106 [LAT -09 / LONG 01]	Science Labs, security vault.
#30	5.13	Jury Street Metro Station [LAT -10 / LONG -03]	Gold Ribbon Grocers. Freeform Quest: Rube's Gold Ribbon.
#31	5.A	Wrecked Vehicles [LAT -13 / LONG 12]	Raider's Jetty north of vehicles.

### Appendix 4: Mini-Nukes (continued)

#	ZONE	LOCATION	NOTES
#32	6.07	Bethesda Ruins [UAT 05 / LONG 03]	Bethesda Offices West, top floor, under the cluster of tiny crates by the chest freezer.
#33	6.07	Bethesda Ruins [LAT 05 / LONG 03]	Bethesda Offices East, the room just inside the exit to the exterior balcony, to the north, nestled between two filing cabinets, on a rubble pile.
#34	6.07	Bethesda Ruins [LAT 05 / LONG 03]	Bethesda Underworks, "pillar" storeroom, under tiny crate right next to Nuka-Cola Quantum, on the shelf.
#35	6.11	National Guard Depot [UAT 18 / LONG -03]	Armory and bunker, inside armory, on table with Fat Man.
#36	6.11	National Guard Depot [UAT 18 / LONG -03]	Armory and bunker, inside armory, on table with Fat Man.
#37	6.11	National Guard Depot [UAT 18 / LONG -03]	Armory and bunker, inside armory, on table with Fat Man.
#38	6.11	National Guard Depot [UAT 18 / LONG -03]	Armory and bunker, inside armory, on table with Fat Man.
#39	6.11	National Guard Depot [UAT 18 / LONG -03]	Armory and bunker, inside armory, on table with Fat Man.
#40	6.P	Jackknifed Truck (under Monorail) [UAT 16 / LONG 02]	Inside tipped-over container of truck.
#41	6.AA	Super Mutant Bonfire [LAT 11 / LONG -03]	On the concrete ground, near the Health and Ammo stash.
#42	6.07	Enclave Camp [LAT 09 / LONG -03]	Sometimes located with or on the Enclave troops dropped on the bridge by a Vertibird.
#43	7.06	VAPL-66 Power Station [UAT -23 / LONG -14]	Interior, on the floor to the side of the desk.
#44	7.08	VAPL-84 Power Station [UAT -15 / LONG -12]	In the container truck, outside.
#45	7.14	Temple Tower [LAT -16 / LONG -17]	Dashwood's Safe, Freeform Quest: A Manhandled Manservant
#46	7.E	Ruined Chapel [LAT -14 / LONG -06]	By the pulpit.
#47	7.M	Drainage Chamber [UAT -20 / LONG -13]	Trap-filled, underground office.
#48	8.03	Megaton [UAT -01 / LONG -06]	Craterside Supply. Awarded by Moira Brown. Miscellaneous Quest: The Wasteland Survival Guide.
#49	8.04	Fort Independence [UAT -06 / LONG -13]	Lower level, outcast weapons room [Hard door].
#50	8.04	Fort Independence [UAT -06 / LONG -13]	Lower level, outcast weapons room [Hard door].
#51	8.06	Cliffside Cavern [LAT -10 / LONG -17]	Raider Outpost, inside the tent.
#52	8.E	Ruined Farmhouse [UAT -06 / LONG -04]	Shelf at the rear of the building.
#53	9.01	Super-Duper Mart [UAT 04 / LONG -04]	Inside locked storage room.
#54	9.1	Outpost [LAT 04 / LONG -11]	On a shelf, near a gun cabinet.
#55	10.03	Galaxy News Radio	Exterior plaza, on the body of the fallen Brotherhood Knight.
#56	13.03	Auto Shop	Exterior parking lot, on the body of the fallen Behemoth.
#57	14.08	La Maison Beauregard Lobby	Lobby, on the pool table.
#58	15.02	White House Utility Tunnel	White House crater, on concrete "island."
#59	15.02	White House Utility Tunnel	White House crater, on concrete "island."
#60	15.02	White House Utility Tunnel	White House crater, on concrete "island."
#61	17.11	The National Archives	Archives sub-basement, tunnel junction, through gate [Very Hard].

#	ZONE	LOCATION	NOTES
#62	17.14	Capitol Building West Entrance	Rotunda, on body of Talon Company Merc during Behemoth battle.
#63	17.14	Capitol Building West Entrance	Rotunda, on body of the fallen Behemoth.
#64	17.14	Capitol Building West Entrance	Rotunda, weapon cache against the wall.
#65	18.F	Explosive Alley	Part of the explosive trap set up by the lunatic preacher.
#66	18.F	Explosive Alley	Part of the explosive trap set up by the lunatic preacher.
#67	18.F	Explosive Alley	Part of the explosive trap set up by the lunatic preacher.
#68	18.F	Explosive Alley	Part of the explosive trap set up by the lunatic preacher.
#69	18.F	Explosive Alley	Part of the explosive trap set up by the lunatic preacher.
#70	19.06	L.O.B. Enterprises	East Wing, on top of the light fixture in the CEO's bathroom.
#71	U17.B	Franklin Metro Utility	Flooded end tunnel, underwater.
#72	QA.U.2	Outcast Outpost	On a shelf, inside the Sealed VSS Armory; opened after completing Operation: Anchorage.
#73	9.11	The Citadel	Inside the Armory, accessed if you destroy the Citadel.
#74	9.11	The Citadel	Inside the Armory, accessed if you destroy the Citadel.
#75	9.11	The Citadel	Inside the Armory, accessed if you destroy the Citadel.
#76	BS 015.02.1	Presidential Sub Level	Near skeleton and blocked tunnel, at rear of train car.
#77	AAFB 01	Adams Air Force Base (Exterior)	On a narrow alcove above an awning, south of the baseball field.
#78	AAFB 01	Adams Air Force Base (Exterior)	Hidden behind a filing cabinet inside Hangar 2A.
#79	AAFB 01	Adams Air Force Base (Exterior)	Hidden below a desk inside Hangar 2A.
#80	AAFB 01	Adams Air Force Base (Exterior)	On top of a large plastic crate in the northwest corner of Hangar 2B.
#81	AAFB 03	Adams Air Force Base: Storage Facility	On the long equipment bench on the factory floor.
#82	AAFB 03	Adams Air Force Base: Storage Facility	On the long equipment bench on the factory floor.
#83	PL 1.03	Grower's Shack	On the bedroom table inside the shack.
#84	PL 2.08	Trash Heap	Inside the open safe among the junk on the heap.
#85	PL 2.10	Turtledove Detention Camp	Among the other weapons in the weapons storage area of the Administration Building.
#86	PL 3.17	Coastal Grotto	Inside Plik's Cell.
#87	PL S.E	Naval Recruiting Center	Inside the DIA Recruitment Office, by the terminal.
#88	PL S.F	Perambulator Warehouse	Inside the warehouse, on the rear bookcase shelves.
#89	PL S.K	Unknown Treasure Buoy	On the sea floor under the buoy, in a small plastic container by the mannequins.
#90	PL S.M	Calvert Hothouse (Chinese Intelligence Bunker)	In the bunker, on a shelf in the storage room.
#91	MZ 1.03	Engineering Core	Upper Observation Deck, on a chair near the Work Bench (sixth return visit).
#92	MZ 2.11	Cargo Hold	On the conveyor belt.



## APPENDIX 5: UNIQUE WEAPONS AND OUTFITS (152)

#	NAME	TYPE	ZONE	LOCATION	NOTES
#01	Crow's Eyebot Helmet	Outfit	0.00	Wasteland Mini-Encounter: Merchant Trader Caravan	Freeform Quest: Merchant Empire. Reward from Crow.
#02	"Stabhappy" Combat Knife	Weapon	0.21+	Mini-Encounter	Any encounter involving Raiders; this might be dropped.
#03	"Firelance" Alien Blaster	Weapon	0.17	Mini-Encounter	Falls from the sky, after unknown explosion.
#04	T-51b Power Armor	Outfit	1.04	Fort Constantine [LAT -17 / LONG 26]	Bomb storage, experimental chamber.
#05	T-51b Power Helmet	Outfit	1.04	Fort Constantine [LAT -17 / LONG 26]	Bomb storage, experimental chamber.
#06	"Vengeance" Gatling Laser	Weapon	1.07	Deathclaw Sanctuary [LAT -22 / LONG 20]	Innermost chamber, in blood grotto.
#07	"Jack" Ripper	Weapon	1.07	Deathclaw Sanctuary [LAT -22 / LONG 20]	On the dead Enclave Soldier.
#08	"Reservist's Rifle" Sniper Rifle	Weapon	1.08	Dickerson Tabernacle Chapel [LAT -19 / LONG 19]	Carried by the Drifter.
#09	Linden's Outcast Power Armor	Outfit	2.01	Oasis [LAT -03 / LONG 28]	Miscellaneous Quest: Oasis. Possible reward.
#10	Maple's Garb	Outfit	2.01	Oasis [LAT -03 / LONG 28]	Miscellaneous Quest: Oasis. Possible reward.
#11	Poplar's Hood	Outfit	2.01	Oasis [LAT -03 / LONG 28]	Miscellaneous Quest: Oasis. Possible reward.
#12	Bear Charm	Outfit	2.01	Oasis [LAT -03 / LONG 28]	Freeform Quest: Yew Got a New Friend. Possible reward.
#13	"Board of Education" Nail Board	Weapon	2.04	Clifftop Shacks [LAT 00 / LONG 26]	Inside one of the shacks next to a nightstand; a skeleton's arm is outstretched for it.
#14	Mesmetron	Weapon	2.08	Paradise Falls [LAT -09 / LONG 16]	Miscellaneous Quest: Strictly Business; given by Grouse.
#15	Vault 77 Jumpsuit	Outfit	2.08	Paradise Falls [LAT -09 / LONG 16]	Located in the barracks.
#16	"The Break" Pool Cue	Weapon	2.08	Paradise Falls [LAT -09 / LONG 16]	On the pool table by the roasting Brahmin.
#17	Eulogy Jones' Hat	Outfit	2.08	Paradise Falls [LAT -09 / LONG 16]	On a table, inside Eulogy's Pad.
#18	Eulogy Jones' Suit	Outfit	2.08	Paradise Falls [LAT -09 / LONG 16]	Worn by Eulogy Jones.
#19	Boogeyman's Hood	Outfit	2.08	Paradise Falls [LAT -09 / LONG 16]	Freeform Quest: The Kid-Kidnapper. Reward from Eulogy Jones.
#20	"Fisto!" Power Fist	Weapon	2.09	MDPL-13 Power Station [LAT 02 / LONG 17]	Foreman's office.
#21	Sail Stradivarius	Outfit	3.01	Vault 92 [LAT 08 / LONG 27]	Sound testing, in the sealed recording studio.
#22	Prototype Medic Power Armor	Outfit	3.02	Old Olney [LAT 10 / LONG 26]	On the body of the dead Brotherhood of Steel Initiate.
#23	"Ol' Painless" Hunting Rifle	Weapon	3.03	The Republic of Dave [LAT 19 / LONG 27]	Carried by Dave.
#24	Torchers' Helmet	Outfit	4.03	MDPL Mass Relay Station [LAT -17 / LONG 10]	Carried by Torchers.
#25	Fawkes' Super Sledge	Weapon	4.06	Vault 87 [LAT -28 / LONG 06]	Carried by Fawkes.
#26	"Wazer Wife" Laser Rifle	Weapon	4.08	Little Lamplight [LAT -26 / LONG 02]	Freeform Quest: Biwwy's Wazer Wife
#27	"Occam's Razor" Combat Knife	Weapon	4.11	Fort Bonnister [LAT -18 / LONG -01]	Taken from Commander Jabsco.
#28	"Victory Rifle" Sniper Rifle	Weapon	4.E	Abandoned Shack [LAT -23 / LONG 08]	In the shack locker, north of the Rockbreaker's Gas Station.
#29	Vance's Longcoat Outfit	Outfit	5.05	Meresti Trainyard [LAT -01 / LONG 07]	Worn by Vance, leader of the Family.
#30	"Vampire's Edge" Chinese Officer's Sword	Weapon	5.05	Meresti Trainyard [LAT -01 / LONG 07]	Miscellaneous Quest: Blood Ties: Inside Vance's sword cabinet.
#31	"Blackhawk" Scoped .44 Magnum	Weapon	5.06	Agatha's House [LAT 01 / LONG 08]	Miscellaneous Quest: Agatha's Song. Possible reward.
#32	Red's Bandana	Outfit	5.10	Big Town [LAT -04 / LONG 03]	Worn by Red.
#33	Timebomb's Lucky 8-Ball	Outfit	5.10	Big Town [LAT -04 / LONG 03]	Given by Timebomb if you heal him and complete Miscellaneous Quest: Big Trouble in Big Town.

#	NAME	TYPE	ZONE	LOCATION	NOTES
#34	"Xuanlong" Assault Rifle	Weapon	5.13	Jury Street Metro Station [LAT -10 / LONG -03]	On the body of Prime, in the diner.
#35	Wanderer's Leather Armor	Outfit	5.A	Wrecked Vehicles [LAT -13 / LONG 12]	On a Wanderer, just north of the wrecked vehicles.
#36	"Ant's Sting" Knife	Weapon	6.01	AntAgonizer's Lair [LAT 17 / LONG 12]	Miscellaneous Quest: The Superhuman Gambit. Possible reward.
#37	The AntAgonizer's Costume	Outfit	6.01	AntAgonizer's Lair [LAT 17 / LONG 12]	Miscellaneous Quest: The Superhuman Gambit. Possible reward.
#38	The AntAgonizer's Helmet	Outfit	6.01	AntAgonizer's Lair [LAT 17 / LONG 12]	Miscellaneous Quest: The Superhuman Gambit. Possible reward.
#39	"Highwayman's Friend" Tire Iron	Weapon	6.02	Canterbury Commons [LAT 18 / LONG 11]	In the garage.
#40	The Mechanist's Costume	Outfit	6.02	Canterbury Commons [LAT 18 / LONG 11]	Miscellaneous Quest: The Superhuman Gambit. Possible reward.
#41	The Mechanist's Helmet	Outfit	6.02	Canterbury Commons [LAT 18 / LONG 11]	Miscellaneous Quest: The Superhuman Gambit. Possible reward.
#42	"Protectron's Gaze" Laser Pistol	Weapon	6.02	Canterbury Commons [LAT 18 / LONG 11]	Miscellaneous Quest: The Superhuman Gambit. Possible reward.
#43	"Experimental MIRV" Fat Man	Weapon	6.11	National Guard Depot [LAT 18 / LONG -03]	Armory and Bunker: Inside armory, on table with Mini-Nukes.
#44	The Terrible Shotgun	Weapon	7.04	Evergreen Mills [LAT -18 / LONG -07]	Bazaar, carried by Jack.
#45	"The Kneecapper" Sawed-Off Shotgun	Weapon	7.05	Girdersshade [LAT -26 / LONG -11]	Carried by Ronald Laren.
#46	Ghoul Mask	Outfit	7.14	Tenpenny Tower [LAT -16 / LONG -17]	Miscellaneous Quest: Tenpenny Tower. Possible reward.
#47	Lucky Shades	Outfit	7.R	Lucky's Grocer [LAT -18 / LONG -20]	Inside the store.
#48	"Butch's Toothpick" Switchblade	Weapon	8.01	Vault 101 [LAT -04 / LONG -04]	On the body of Butch.
#49	Sheriff's Duster	Outfit	8.03	Megaton [LAT -01 / LONG -06]	Worn by Sheriff Lucas Simms.
#50	Sheriff's Hat	Outfit	8.03	Megaton [LAT -01 / LONG -06]	Worn by Sheriff Lucas Simms.
#51	Armored Vault 101 Jumpsuit	Outfit	8.03	Megaton [LAT -01 / LONG -06]	Miscellaneous Quest: The Wasteland Survival Guide. Reward from Moira.
#52	Shady Hat	Outfit	8.03	Megaton [LAT -01 / LONG -06]	Craterside Supply: Awarded by Moira Brown. Miscellaneous Quest: The Wasteland Survival Guide.
#53	"Miss Launcher" Missile Launcher	Weapon	8.04	Fort Independence [LAT -06 / LONG -13]	Small southwest room on the lower level, adjacent to the high galley area.
#54	Goalie Ledoux's Hockey Mask	Outfit	8.08	Red Racer Factory [LAT 02 / LONG -15]	Just outside the factory, worn by the mercenary; accessed during Freeform Quest: Just for the Taste of It.
#55	Giant Teddy Bear	Other	8.08	Red Racer Factory [LAT 02 / LONG -15]	Factory floor, southern conveyor belt room, riding tricycle, suspended from ceiling.
#56	The Surgeon's Lab Coat	Outfit	8.08	Red Racer Factory [LAT 02 / LONG -15]	Worn by the Surgeon.
#57	"The Tenderizer" Sledgehammer	Weapon	9.06	Anchorage Memorial [LAT 10 / LONG -07]	Service entrance, sewers utility door. Repair or use Anchorage Slush Key to open.
#58	Elder Lyons' Robe	Outfit	9.11	The Citadel [LAT 08 / LONG -14]	Worn by Elder Lyons.
#59	"Smuggler's End" Laser Pistol	Weapon	9.11	The Citadel [LAT 08 / LONG -14]	B-Ring, in Elder Lyons's safe.
#60	Colonel Autumn's 10mm Pistol	Weapon	9.14	Jefferson Memorial [LAT 13 / LONG -17]	Main Quest: Take It Back! Rotunda, during final attack.
#61	Colonel Autumn's Laser Pistol	Weapon	9.14	Jefferson Memorial [LAT 13 / LONG -17]	Main Quest: Take It Back! Rotunda, during final attack.
#62	Colonel Autumn's Uniform	Outfit	9.14	Jefferson Memorial [LAT 13 / LONG -17]	Main Quest: Take It Back! Rotunda, during final attack.
#63	A3-21's Plasma Rifle	Weapon	9.15	Rivet City [LAT 18 / LONG -17]	Miscellaneous Quest: The Replicated Man. Reward from Harkness.



### Appendix 5: Unique Weapons and Outfits (continued)

#	NAME	TYPE	ZONE	LOCATION	NOTES
#64	Three Dog's Head Wrap	Outfit	10.03	Galaxy News Radio	Worn by Three Dog.
#65	Takoma Park Little Leaguer Cap	Outfit	13.02	NiftyThrifty	On hat-stand inside the store.
#66	"Plunkett's Valid Points" Spiked Knuckles	Weapon	16.03	Arlington House	Carried by Junders Plunkett.
#67	Lincoln's Diary	Other	17.07	Museum of History	Lower halls, upper floor, on a wrecked display (west).
#68	"Action Abe" Action Figure	Other	17.07	Museum of History	Offices, southwest armory, on a desk.
#69	Lincoln's Hat	Outfit	17.07	Museum of History	Offices, among the large rubble pile in the northwest room.
#70	John Wilkes Booth Wanted Poster	Other	17.07	Museum of History	Offices, southwest corner of archives.
#71	Civil War Draft Poster	Other	17.07	Museum of History	Offices, southeast corner of archives.
#72	Lincoln Memorial Poster	Other	17.07	Museum of History	Offices, during Miscellaneous Quest: Head of State, on wall above upper floor desk in archives.
#73	Lincoln's Voice	Other	17.07	Museum of History	Offices, on upper floor desk in archives.
#74	Lincoln's Repeater	Weapon	17.07	Museum of History	Offices, rear archives area, inside display case.
#75	Antique Lincoln Coin Collection	Other	17.07	Museum of History	Offices, west library room, on bookcase.
#76	Bill of Rights	Other	17.11	The National Archives	Archives Secure Wing East, inside Secure Vault #1.
#77	Magna Carta	Other	17.11	The National Archives	Archives Secure Wing East, inside Secure Vault #2.
#78	Button's Wig	Outfit	17.11	The National Archives	Worn by Button Gwinett.
#79	Declaration of Independence	Other	17.11	The National Archives	Archives Secure Wing East, inside Button's Secure Vault.
#80	[Fake] Declaration of Independence	Other	17.11	The National Archives	Archives Secure Wing East, given by Button once Freeform Quest: An Ink to the Past is complete.
#81	Sydney's 10mm "Ultra" SMG	Weapon	17.11	The National Archives (front entrance)	Miscellaneous Quest: Stealing Independence. Carried by Sydney.
#82	Ranger Battle Armor	Outfit	18.05	Reilly's Rangers Compound	Miscellaneous Quest: Reilly's Rangers. Possible reward.
#83	"Eugene" Minigun	Weapon	18.05	Reilly's Rangers Compound	Miscellaneous Quest: Reilly's Rangers. Possible reward.
#84	"Zhu-Rong v418" Chinese Pistol	Weapon	19.06	L.O.B. Enterprises	East Wing, inside case in CEO's office.
#85	Lesko's Lab Coat	Outfit	U16.A	Marigold Station	Worn by Doctor Lesko.
#86	"Burnmaster" Flamer	Weapon	U17.B	Franklin Metro Utility	Irradiated and gutted subway car.
#87	"The Shocker" Power Fist	Weapon	U19	Flooded Metro	Inside the trap-filled storage chamber.
#88	Neural Interface Suit	Outfit	OA.U.2	Outcast Outpost	Given by, or on the body of, Specialist Olin; used to access the simulation.
#89	Chinese Stealth Armor	Outfit	OA.U.2	Outcast Outpost	On a shelf, inside the Sealed VSS Armory; opened after completing Operation: Anchorage.
#90	Gauss Rifle	Weapon	OA.U.2	Outcast Outpost	On a shelf, inside the Sealed VSS Armory; opened after completing Operation: Anchorage.
#91	Jingwei's Shocksword	Weapon	OA.U.2	Outcast Outpost	On a shelf, inside the Sealed VSS Armory; opened after completing Operation: Anchorage.
#92	Trench Knife	Weapon	OA.U.2	Outcast Outpost	On a shelf, inside the Sealed VSS Armory; opened after completing Operation: Anchorage.
#93	T-51b Power Armor (Winterized)	Outfit	OA.U.2	Outcast Outpost	On a shelf, inside the Sealed VSS Armory; opened after completing Operation: Anchorage.
#94	T-51b Power Helmet (Winterized)	Outfit	OA.U.2	Outcast Outpost	On a shelf, inside the Sealed VSS Armory; opened after completing Operation: Anchorage.
#95	Wild Bill's Sidearm	Weapon	TP 4	Pitt Steelyard	On Wild Bill's corpse, on the stairs in the southwest corner of the Steelyard.
#96	Laborer Outfit	Outfit	TP B	The Mill	Everett's Office; awarded when you give him 10 Steel Ingots.

#	NAME	TYPE	ZONE	LOCATION	NOTES
#97	Filtration Helmet	Outfit	TP B	The Mill	Everett's Office; awarded when you give him 20 Steel Ingots.
#98	Steel Knuckles	Weapon	TP B	The Mill	Everett's Office; awarded when you give him 30 Steel Ingots.
#99	Metal Master Armor	Outfit	TP B	The Mill	Everett's Office; awarded when you give him 40 Steel Ingots.
#100	Metal Blaster	Weapon	TP B	The Mill	Everett's Office; awarded when you give him 50 Steel Ingots.
#101	Bombshell Armor	Outfit	TP B	The Mill	Everett's Office; awarded when you give him 60 Steel Ingots.
#102	Leather Rebel Armor	Outfit	TP B	The Mill	Everett's Office; awarded when you give him 70 Steel Ingots.
#103	The Mauler	Weapon	TP B	The Mill	Everett's Office; awarded when you give him 80 Steel Ingots.
#104	Perforator	Weapon	TP B	The Mill	Everett's Office; awarded when you give him 90 Steel Ingots.
#105	Tribal Power Armor	Outfit	TP B	The Mill	Everett's Office; awarded when you give him 100 Steel Ingots.
#106	Man Opener	Weapon	TP E	Supply Plant	Lying on a queen-sized bed in the large generator room with the catwalk.
#107	Ashur's Power Armor	Outfit	TP G	Blaven (Interior)	Optionally secured on Ashur's body if you decide to defeat him.
#108	Callahan's Magnum	Weapon	9.11	The Citadel	Inside the armory, at Callahan's cubicle, accessed if you destroy the Citadel.
#109	Lag-Bolt's Combat Armor	Outfit	BS 14.0B	La Maison Beauregard lobby	On the body of Lag-Bolt.
#110	Lag-Bolt's Shades	Outfit	BS 14.0B	La Maison Beauregard lobby	On the body of Lag-Bolt.
#111	All-Nighter Nightwear	Outfit	BS 14.0B	La Maison Beauregard lobby	Inside the locked suitcase on the pool table.
#112	Rapid-Torch Flamer	Weapon	AAFB 03	Adams Air Force Base: Storage Facility	On the long equipment bench on the factory floor.
#113	Slo-Burn Flamer	Weapon	AAFB 04	Mobile Base Crawler	On the table inside the Protection Station (Deathclaw Facility).
#114	Recon Armor Helmet	Outfit	AAFB 04	Mobile Base Crawler	On the body of the Armory Master.
#115	Precision Gatling Laser	Weapon	AAFB 04	Mobile Base Crawler	On the body of the Armory Master.
#116	Lab Coat	Outfit	AAFB 04	Mobile Base Crawler	On the body of the Enclave Doctor near the medical bay.
#117	Handyman Jumpsuit	Outfit	FL 2.11	Haley's Hardware	On Haley's body, if you kill him.
#118	Toy Knife	Weapon	FL 2.G	Detention Camp Perimeter Sign	West of the sign, on a small crate with a Hockey Mask.
#119	Fertilizer Shovel	Weapon	FL 3.13	The Ark & Dove Cathedral	Given to you by Croatoa.
#120	Pint-Sized Slasher Mask	Outfit	FL 3.15	Herzog Mine	Must be stolen from Kenny's living quarters in the Miner's Rest. One of only two in existence.
#121	Gripter's Fit	Outfit	FL 5.21	Point Lookout Pier	On the body of Tobar the Ferryman.
#122	Lump of Brain	Special	FL 5.21	Point Lookout Pier	Inside the locked engine room of the Duchess Gambit.
#123	Cryptochromatic Spectacles	Outfit	FL 5.24	The Homestead Motel	Inside Room 1D.
#124	Pint-Sized Slasher Mask	Outfit	FL 5.24	The Homestead Motel	Inside Room 1K. One of only two in existence.
#125	Ritual Knife	Weapon	FL 5.25	Ritual Site	Stuck in the sacrificial corpse, on the altar.
#126	Backwater Rifle	Weapon	FL U5.M1	Chinese Intelligence Bunker	On a shelf in the trap room.
#127	Desmond's Eyeglasses	Outfit	FL 6.29	Point Lookout Lighthouse	On Desmond's body, if you kill him.
#128	Microwave Emitter	Weapon	FL 6.29	Point Lookout Lighthouse	In the Laboratory's vault room.
#129	Buttercup Toy (1/4)	Object	MZ 1.03	Engineering Core	Lower Observation Deck, on a table, third return visit.
#130	Buttercup Toy (2/4)	Object	MZ 1.03	Engineering Core	Upper Observation Deck, on a table, sixth return visit.
#131	Paulson's Outfit	Outfit	MZ 1.03	Engineering Core	Pod chamber, worn by Paulson.
#132	Paulson's Revolver	Weapon	MZ 1.03	Engineering Core	Pod chamber, carried by Paulson.



## Appendix 5: Unique Weapons and Outfits (continued)

#	NAME	TYPE	ZONE	LOCATION	NOTES
#133	Sheriff's Hat	Outfit	MZ 1.03	Engineering Core	Pod chamber, worn by Paulson.
#134	Samurai Armor	Outfit	MZ 1.03	Engineering Core	Pod chamber, worn by Toshiro Kago.
#135	Samurai Helmet	Outfit	MZ 1.03	Engineering Core	Pod chamber, worn by Toshiro Kago.
#136	Spacesuit	Outfit	MZ 1.03	Engineering Core	Pod chamber, worn by Colonel Hartigan.
#137	Winterized Medic Armor (1/3)	Outfit	MZ 1.03	Engineering Core	Pod chamber, worn by Elliot Terorien.
#138	Winterized Medic Armor (2/3)	Outfit	MZ 2.04	Cryo Lab	Stasis pod chamber, worn by Private Beckett.
#139	Winterized Medic Armor (3/3)	Outfit	MZ 2.04	Cryo Lab	Stasis pod chamber, worn by Sergeant Daniels.
#140	Winterized Medic Helmet (1/2)	Outfit	MZ 2.04	Cryo Lab	Stasis pod chamber, worn by Private Beckett.
#141	Winterized Medic Helmet (2/2)	Outfit	MZ 2.04	Cryo Lab	Stasis pod chamber, worn by Sergeant Daniels.
#142	Drone Control Device	Object	MZ 2.07	Robot Assembly	Northern chamber, on the body of an Alien you slay.

#	NAME	TYPE	ZONE	LOCATION	NOTES
#143	General Chase's Overcoat	Outfit	MZ 2.49	Waste Disposal	Semi-circular refuse catwalk, inside Military Footlocker.
#144	Samurai's Sword	Weapon	MZ 2.49	Waste Disposal	Storage room filled with First Aid Boxes, off the exit corridor.
#145	Electro-Suppressor	Weapon	MZ 2.0	Engine Room	On a table in the windowed room off the first Reactor Chamber.
#146	MPLX Novasurge	Weapon	MZ 2.1	Cargo Hold	Inside detritus pile safe, opened via Reid Underwood's Terminal.
#147	Buttercup Toy (3/4)	Object	MZ 2.2	Research Lab	Giddyup Buttercup Warehouse, on a shelf on the west side.
#148	Buttercup Toy (4/4)	Object	MZ 3.6	Weapons Lab	Drone Pod Storage small room, accessed via door controller.
#149	Drone Cannon Ex-B (1/2)	Weapon	MZ 3.6	Weapons Lab	Experimental Chamber, on Drone that fires at Brahmin.
#150	Drone Cannon Ex-B (2/2)	Weapon	MZ 3.6	Weapons Lab	Experimental Chamber, on Drone that fires at Brahmin.
#151	Destabilizer	Weapon	MZ 3.16	Weapons Lab	Shooting Gallery Balcony, on a small shelf near the teleport.
#152	Captain's Sidearm	Weapon	MZ 3.22	The Bridge	Bridge near captain's chair, carried by Alien Captain.

## APPENDIX 6: NUKA-COLA QUANTUMS (1 10)

The first time you activate each of the 178 Nuka-Cola vending machines, there's a 10 percent chance it will deposit a Nuka-Cola Quantum.

#	ZONE	LOCATION	NOTES
#01	0.34	Wasteland Mini-Encounter: Quantum Sales Pitch	Sold by a wandering merchant for more than market value, along with directions to Girdershade.
#02	1.04	Fort Constantine [LAT -17 / LONG 26]	Commanding officer's quarters at base of open fridge.
#03	1.07	Deathclaw Sanctuary [LAT -22 / LONG 20]	Amid pile of animal remains, near shaft of light.
#04	1.16	Roosevelt Academy [LAT -17 / LONG 14]	Main lobby entrance, on a desk just below the wall First Aid Box.
#05	1.B	Brotherhood Outcast Shack [LAT -14 / LONG 25]	On the corner of the roof.
#06	2.01	Oasis [LAT -03 / LONG 28]	Damp cave, northeastern lake bank, amid a small amount of debris.
#07	2.08	Paradise Falls [LAT -09 / LONG 16]	Eulogy's Pad, stash behind the stone stairs.
#08	2.08	Paradise Falls [LAT -09 / LONG 16]	Eulogy's Pad, stash behind the stone stairs.
#09	2.08	Paradise Falls [LAT -09 / LONG 16]	Eulogy's Pad, stash behind the stone stairs.
#10	2.08	Paradise Falls [LAT -09 / LONG 16]	Eulogy's Pad, stash behind the stone stairs.
#11	2.08	Paradise Falls [LAT -09 / LONG 16]	Eulogy's Pad, stash behind the stone stairs.
#12	2.09	MDPL-13 Power Station [LAT 02 / LONG 17]	Inside the power station, on a Work Bench.
#13	2.E	Abandoned Tent [LAT -12 / LONG 23]	Northeast corner, by the ham radio.
#14	3.01	Vault 92 [LAT 08 / LONG 27]	Living quarters, lower area, on a table by a terminal.
#15	3.02	Old Olney [LAT 10 / LONG 26]	Sewers, eastern area, small bloody sleeping quarters off the main sewer passage.
#16	3.03	The Republic of Dave [LAT 19 / LONG 27]	Capitol Building, on a corner safe by Dave's throne.
#17	3.05	MDPL-16 Power Station [LAT 18 / LONG 24]	Inside the power station, on a Work Bench.
#18	3.06	Greener Pastures Disposal Site [LAT 07 / LONG 21]	Office, on desk to the right of the entrance.
#19	3.E	Red Rocket Gas Station and Jackknifed Truck [LAT 13 / LONG 25]	Back of the container truck.
#20	3.E	Red Rocket Gas Station and Jackknifed Truck [LAT 13 / LONG 25]	Back of the container truck.
#21	3.E	Red Rocket Gas Station and Jackknifed Truck [LAT 13 / LONG 25]	Back of the container truck.
#22	3.E	Red Rocket Gas Station and Jackknifed Truck [LAT 13 / LONG 25]	Back of the container truck.
#23	3.I	Irradiated Outhouse [LAT 15 / LONG 23]	In the bathtub.
#24	4.03	MDPL Mass Relay Station [LAT -17 / LONG 10]	Inside the locked [Very Hard] interior safe.
#25	4.05	Rockbreaker's Last Gas [LAT -21 / LONG 08]	On top of a Nuka-Cola vending machine.
#26	4.06	Vault 87 [LAT -28 / LONG 06]	Living quarters, southern area on shelving in the storage room.

#	ZONE	LOCATION	NOTES
#27	4.08	Little Lamplight [LAT -26 / LONG 02]	Metal bunker storage, in the middle of the tunnel.
#28	4.09	Jalbert Brothers Waste Disposal [LAT -18 / LONG 03]	Office, on desk to the right of the entrance.
#29	4.10	VAPL-58 Power Station [LAT -14 / LONG 03]	Inside the power station, on a Work Bench.
#30	4.11	Fort Bannister [LAT -18 / LONG -01]	Commanding officer's quarters, behind corrugated metal, under the stairs.
#31	4.I	Jackknifed Truck [LAT -20 / LONG 04]	Waste disposal truck, among the barrels.
#32	4.N	Scavenger Ruin [LAT -22 / LONG -02]	Northwest corner in small crate.
#33	5.01	Germantown Police Headquarters [LAT -02 / LONG 13]	Storage room in the basement, just off the kitchen.
#34	5.03	Hamilton's Hideaway [LAT -07 / LONG 07]	In the Raiders' hideout room, in small crate on the desk.
#35	5.13	Jury Street Metro Station [LAT -10 / LONG -03]	Mole Rat laboratory, on a desk by the terminal.
#36	5.14	Springvale School [LAT -01 / LONG -01]	Interior, on top of a central cage, by headless corpse on the mattress.
#37	5.E	Power Transformers [LAT 02 / LONG 11]	Under the pylon, by the skeleton and chair.
#38	5.N	South Arefu Pier [LAT -10 / LONG 05]	Wooden buttress, stacked on top of two tin cans.
#39	5.U	Brahmin Skull Shack [LAT -13 / LONG 02]	On the floor, behind a billboard, just southeast of VAPL-58 Power Station.
#40	5.DD	North Pier [LAT 03 / LONG -01]	Potomac Mirelurk nest, underwater, near isolated bridge section.
#41	6.01	Antagonizer's Lair [LAT 17 / LONG 12]	To the side of the Antagonizer's Throne.
#42	6.06	Vault 108 [LAT 18 / LONG 06]	In entrance level storage closet, behind some stacked crates.
#43	6.07	Bethesda Ruins [LAT 05 / LONG 03]	Underworks, inside "pillar" style storage room.
#44	6.08	Chrysler Building [LAT 08 / LONG -01]	Derelict room, through hole in wall, south of reception entrance.
#45	6.09	Rock Creek Caverns [LAT 16 / LONG -02]	In a box on some planks, near a half-buried Ammo Box and First Aid Box.
#46	6.11	National Guard Depot [LAT 18 / LONG -03]	Armory, dirt corridor, under table where Unique Fat Man is.
#47	6.A	Regulator Headquarters [LAT 09 / LONG 11]	In locker on northwest corner of the building, near a bathtub.
#48	6.S	Bethesda Coach Station [LAT 10 / LONG 00]	North end of the nearby freeway skeleton, above the Red Racer Gas.
#49	7.01	Yao Guai Tunnels [LAT -28 / LONG -04]	Northern tunnel, on a small table surrounded by small junk and debris.
#50	7.03	Smith Casey's Garage [LAT -22 / LONG -08]	Northwest corner of the room, by a small crate.
#51	7.04	Evergreen Mills [LAT -18 / LONG -07]	Bazaar, southern area, in small crate behind bar.

### Appendix 6: Nuka-Cola Quantums (continued)

#	ZONE	LOCATION	NOTES
#52	7.07	Jocko's Pop & Gas Stop [LAT -22 / LONG -12]	Inside the shack, on the back shelf behind the counter.
#53	7.11	Dunwich Building [LAT -26 / LONG -18]	Storage room north and east from main entrance.
#54	7.13	Warrington Station (Exterior) [LAT -18 / LONG -19]	Roy Phillips's Ghoul hidey-hole, between two metal boxes.
#55	7.8	Lucky's Grocer [LAT -18 / LONG -20]	Cooler at back of store.
#56	8.04	Fort Independence [LAT -06 / LONG -13]	Table in the living quarters south of the stairwell.
#57	8.06	Cliffside Cavern [LAT -10 / LONG -17]	Raider Outpost, southern area, on table between generators.
#58	8.08	Red Racer Factory [LAT 02 / LONG -15]	CEO offices, in the cell with Stefan, the Glowing One.
#59	8.10	Nuka-Cola Plant [LAT -01 / LONG -19]	On the packing line, after activating the packing terminal.
#60	8.10	Nuka-Cola Plant [LAT -01 / LONG -19]	On the packing line, after activating the packing terminal.
#61	8.10	Nuka-Cola Plant [LAT -01 / LONG -19]	On the packing line, after activating the packing terminal.
#62	8.0	Overtaken Truck [LAT -05 / LONG -15]	At the far end of overturned truck container, under a freeway section.
#63	8.AA	Parked Nuka-Cola Trucks and Drainage Outlet [LAT -02 / LONG -19]	Loose inside of the container.
#64	9.01	Super-Duper Mart [LAT 04 / LONG -04]	Pharmacy locked storage, north shelves, inside small crates on the floor.
#65	9.01	Super-Duper Mart [LAT 04 / LONG -04]	Pharmacy locked storage, north shelves, inside small crates on the floor.
#66	9.01	Super-Duper Mart [LAT 04 / LONG -04]	Pharmacy locked storage, north shelves, inside small crates on the floor.
#67	9.03	Sewer Waystation [LAT 04 / LONG -08]	Just inside in a door-less fridge, by skeleton, on the west wall.
#68	9.06	Anchorage Memorial [LAT 10 / LONG -07]	Repair the door. Inside a small sewer storage room.
#69	9.08	Dukov's Place [LAT 11 / LONG -08]	Dukov's bedroom, on shelving behind his bed.
#70	9.13	Alexandria Arms [LAT 07 / LONG -17]	Second floor, locked room behind the desk, adjacent to recreation area.
#71	9.18	Arlington Library [LAT 08 / LONG -19]	Media Archives, on a small table behind two skulls, upper floor media room.
#72	9.1	Outpost [LAT 04 / LONG -11]	Small chamber with flaming barrel, in small crate by desk.
#73	9.1	Flooded Metro Raider Camp [LAT 04 / LONG -19]	In small crate on top of shelves, near central desk.
#74	12.02	Vault-Tec Headquarters	Corporate office level (second floor), in a northern rubble-filled room, on a shelf.
#75	12.08	The Statesman Hotel	Al fresco Lounge, just before you reach the roof, on a low shelf behind the bar in the middle.
#76	13.04	Takoma Industrial Factory	In the corner, above an alcove with a generator on it; use planks to access.
#77	14.08	La Maison Beauregard Lobby	At the top of the dirt pile, behind the balcony bar.
#78	14.C	Pulowski Preservation Shelter	Georgetown, in alley near Cornucopia Fresh Groceries.
#79	16.05	Mama Dolce's Processed Foods	Second floor office, southeast area, to the right of the terminal.
#80	17.01	Lincoln Memorial	Maintenance Room (Leroy Walker's Slaver base), on eastern wall shelving.

#	ZONE	LOCATION	NOTES
#81	17.03	Mirelurk Nesting Hole	Stuck in dirt near old crates and a ham radio, far upper area of southwest corner.
#82	17.07	Museum of History	Lower halls, alcove in the southeast corner, in small crate under table.
#83	17.10	Museum of Technology	On shelf in Planetarium Research office.
#84	17.14	Capitol Building	East entrance, behind coffee machine, sitting room off side corridor.
#85	19.06	L.O.B. Enterprises	First floor (ground), wedged between some old shelves.
#86	20.01	Hubris Comics Publishing	Printing area, on desk in the foreman's office balcony, by Mad Johnny Wes.
#87	U01.B	Tenleytown / Friendship Station	On a bench on upper mezzanine platform near newsstand.
#88	U03	Vernon East / Takoma Park	Rubble-filled western connecting chamber, on a metal shelf.
#89	U06.C	Foggy Bottom Station	Connecting corridor, behind gate, between two small generators.
#90	U13	County Sewer Mainline	Gallo's Hideaway, inside the safe near his terminal [Average]
#91	U16.B	Queen Ant's Hatchery	On desk near terminal and Inhibitor Pulse unit.
#92	U17.B	Franklin Metro Utility	In the irradiated and gutted subway car.
#93	U18.B	Taft Tunnel	Southern area, on a rotting picnic bench.
#94	U19	Flooded Metro	Northwestern area, top of cabinet in small storage room off the sewer passageway.
#95	TP F	Abandoned Apartment	Ground floor, southeast apartment, on the kitchenette work surface.
#96	TP F	Abandoned Apartment	Ground floor, southeast apartment, in a lower cabinet of the kitchenette work surface.
#97	TP F	Abandoned Apartment	Upper floor, in the remains of an upper room on a work surface.
#98	BS U3.02.2	Olney Underground	Lower and locked cellar storage room inside the large workshop.
#99	BS U15.02.2	Presidential Metro	Inside the equipment room, prior to reaching the Capitol Platform.
#100	AAFB 03	Adams Air Force Base: Storage Facility	On the long equipment bench on the factory floor.
#101	BS 17.01	Museum Authority Building	In a stall inside the ladies' restroom.
#102	PL 1.05	Trapper's Shack	Inside the shack's cellar, in a safe where the Swampplurk is standing.
#103	PL 1.06	Flooded Sinkhole	Either floating with the other detritus, or at the underwater sinkhole bottom.
#104	PL 1.06	Flooded Sinkhole	Either floating with the other detritus, or at the underwater sinkhole bottom.
#105	PL 5.25	Ritual Site	Inside the wall coffin, near the room with the unlocked safe.
#106	PL 6.28	Calvert Mansion	In the panic room, after the mansion explodes.
#107	MZ1.03	Engineering Core	Lower Observation Deck, in corner crate, fifth return visit.
#108	MZ1.03	Engineering Core	Lower Observation Deck, in corner crate, fifth return visit.
#109	MZ1.03	Engineering Core	Lower Observation Deck, in corner crate, fifth return visit.
#110	MZ1.03	Engineering Core	Upper Observation Deck, in crate, on a shelf next to the Work Bench.

### APPENDIX 7: SCHEMATICS: CUSTOM WEAPONS (23)

#	SCHEMATIC # & TYPE	ZONE	LOCATION	NOTES
#01	#1 Rock-It Launcher	0.00	Wasteland Mini-Encounter: Merchant Trader Caravan	Sold by (or in the inventory of) Crazy Wolfgang.
#02	#1 Nuka Grenade	0.00	Wasteland Mini-Encounter: Merchant Trader Caravan	Sold by (or in the inventory of) Doc Hoff.
#03	#1 Shishkebab	0.00	Wasteland Mini-Encounter: Merchant Trader Caravan	Sold by (or in the inventory of) Lucky Harith.
#04	#1 Deathclaw Gauntlet	0.13	Mini-Encounter: Wounded Deathclaw	On wounded Wastelander.
#05	#1 Dart Gun	1.02	MDPL-05 Power Station [LAT -27 / LONG 25]	On ground, near skeleton.

#	SCHEMATIC # & TYPE	ZONE	LOCATION	NOTES
#06	#2 Shishkebab	1.B	Brotherhood Outcast Shack [LAT -14 / LONG 25]	On a table, near a Work Bench, close to SatCom Array NN-03d.
#07	#1 Railway Rifle	2.09	MDPL-13 Power Station [LAT 02 / LONG 17]	Inside, on Work Bench.
#08	#2 Dart Gun	3.10	Temple of the Union [LAT 13 / LONG 15]	Miscellaneous Quest: Head of State. Possible reward (usually given at 17.01 Lincoln Memorial).
#09	#1 Bottlecap Mine	4.08	Little Lamplight [LAT -26 / LONG 02]	Sold by (or in the inventory of) Knick Knack.
#10	#3 Shishkebab	5.05	Meresti Trainyard [LAT -01 / LONG 07]	Miscellaneous Quest: Blood Ties. Possible reward.



## Appendix 7: Schematics (continued)

#	SCHEMATIC # & TYPE	ZONE	LOCATION	NOTES
#11	#2 Nuka Grenade	7.05	Girdersshade [LAT -26 / LONG -11]	Miscellaneous Quest: The Nuka-Cola Challenge. Possible reward.
#12	#2 Bottlecap Mine	7.07	Jocko's Pop & Gas Stop [LAT -22 / LONG -12]	On the Work Bench, inside the shack.
#13	#2 Deathclaw Gauntlet	7.09	F. Scott Key Trail & Campground [LAT -27 / LONG -15]	In the caravan, in the picnic area.
#14	#3 Dart Gun	7.14	Tengenny Tower [LAT -16 / LONG -17]	Sold by Lydia Montenegro.
#15	#3 Bottlecap Mine	7.14	Tengenny Tower [LAT -16 / LONG -17]	Freeform Quest: A Manhandled Manservant. Inside Dashwood's Safe.
#16	#2 Rock-It Launcher	8.01	Vault 101 [LAT -04 / LONG -04]	Miscellaneous Quest: Trouble on the Homefront. Behind your mother's favorite Bible verse plaque [Average].
#17	#3 Rock-It Launcher	8.03	Megaton [LAT -01 / LONG -06]	Craterside Supply, sold by (or in the inventory of) Moira Brown.

#	SCHEMATIC # & TYPE	ZONE	LOCATION	NOTES
#18	#4 Bottlecap Mine	8.03	Megaton [LAT -01 / LONG -06]	Craterside Supply, awarded by Moira Brown. Miscellaneous Quest: The Wasteland Survival Guide.
#19	#3 Nuka Grenade	8.06	Cliffside Cavern [LAT -10 / LONG -17]	Hidden inside the Yao Guai Cave, follow the left wall, drop down, and look for the rock surrounded by skeletons.
#20	#4 Rock-It Launcher	9.15	Rivet City [LAT 18 / LONG -17]	In the bridge tower third-floor armory [Very Hard].
#21	#3 Deathclaw Gauntlet	9.15	Rivet City [LAT 18 / LONG -17]	Freeform Quest: Council Seat. Possible reward (from Bannon).
#22	#2 Railway Rifle	9.15	Rivet City [LAT 18 / LONG -17]	Miscellaneous Quest: Stealing Independence. Possible reward (from Abraham Washington).
#23	#3 Railway Rifle	17.07	Museum of History Entrance	Underworld Outfitters, sold by Tulip.

## APPENDIX 8: SCRIBE PRE-WAR BOOKS (103)

#	ZONE	LOCATION	NOTES
#01	1.04	Fort Constantine [LAT -17 / LONG 26]	CO quarters, front room, on top of the fallen bookcase.
#02	1.04	Fort Constantine [LAT -17 / LONG 26]	CO quarters, on the telephone table near the bed.
#03	1.04	Fort Constantine [LAT -17 / LONG 26]	Launch control bunker, lower sleeping quarters, on a desk.
#04	1.06	Broadcast Tower KBS [LAT -23 / LONG 20]	Drainage channel, on metal shelving in storage room.
#05	1.16	Roosevelt Academy [LAT -17 / LONG 14]	Academy, headmaster's room.
#06	1.16	Roosevelt Academy [LAT -17 / LONG 14]	Arts and Athletics Hall, on the shelf in the small room at the north end of the building, lower level.
#07	2.01	Oasis [LAT -03 / LONG 28]	Sunken Chambers, at the end of the side tunnel near the dead Scavenger.
#08	2.04	Clifftop Shacks [LAT 00 / LONG 26]	On a small table near the skeleton on the bed.
#09	2.08	Paradise Falls [LAT -09 / LONG 18]	Adult slave house, on corner table.
#10	3.01	Vault 92 [LAT 08 / LONG 27]	Entrance, utility, and atrium, by "cog" door, among rusting terminals.
#11	3.01	Vault 92 [LAT 08 / LONG 27]	Overseer's office, on a large bookcase.
#12	3.01	Vault 92 [LAT 08 / LONG 27]	Sound testing, maintenance/storage area, among ruined books behind the counter.
#13	3.01	Vault 92 [LAT 08 / LONG 27]	Sound testing, server room to the east, next to Zoe's terminal.
#14	3.01	Vault 92 [LAT 08 / LONG 27]	Sound testing, in the kitchen / recreation room, on a table.
#15	3.03	The Republic of Dave [LAT 19 / LONG 27]	Museum of Dave, on the bookcase.
#16	3.03	The Republic of Dave [LAT 19 / LONG 27]	Museum of Dave, on the bookcase.
#17	3.08	Relay Tower KX-BB-11 [LAT 15 / LONG 20]	Radio alcove, through hatch door, near Medicine Skill Book.
#18	3.09	Minefield [LAT 04 / LONG 14]	Gillian house, upstairs, front room.
#19	3.09	Minefield [LAT 04 / LONG 14]	Gillian house, upstairs, front room.
#20	3.09	Minefield [LAT 04 / LONG 14]	Gibson house, front room, on the table.
#21	3.09	Minefield [LAT 04 / LONG 14]	Gibson house, upstairs, kid's room.
#22	3.09	Minefield [LAT 04 / LONG 14]	Gibson house, upstairs, master bedroom near the bed.
#23	3.09	Minefield [LAT 04 / LONG 14]	Gibson house, upstairs, master bedroom, ensuite bathtub.
#24	3.09	Minefield [LAT 04 / LONG 14]	Benson house, living room atop the shelves.
#25	3.09	Minefield [LAT 04 / LONG 14]	Benson house, master bedroom, on a table.
#26	3.09	Minefield [LAT 04 / LONG 14]	Zane house, atop the book shelves.
#27	3.10	Temple of the Union [LAT 13 / LONG 15]	Inside Caleb's home.
#28	E3.04	Enclave Camp [LAT 11 / LONG 14]	Sometimes located with or on the Enclave troops dropped on the bridge by a Vertibird.
#29	4.04	Broadcast Tower KT8 [LAT -26 / LONG 09]	Drainage Chamber, small, corrugated metal room.
#30	4.04	Broadcast Tower KT8 [LAT -26 / LONG 09]	Drainage Chamber, small, corrugated metal room.
#31	4.E	Abandoned Shack [LAT -23 / LONG 08]	Inside the shack.
#32	4.K	Wastelander Pylon [LAT -14 / LONG 05]	With the other items, near a mattress.
#33	4.N	Scavenger Ruin [LAT -22 / LONG -02]	On the table.
#34	4.N	Scavenger Ruin [LAT -22 / LONG -02]	On the table.

#	ZONE	LOCATION	NOTES
#35	5.01	Germantown Police Headquarters [LAT -02 / LONG 13]	Ground floor, cells next to the lockdown terminal.
#36	5.A	Wrecked Vehicles [LAT -13 / LONG 12]	Raider's Jetty to the north, with other items.
#37	6.07	Bethesda Ruins [LAT 05 / LONG 03]	West offices, up the stairs, in room to the west, on the cabinets.
#38	6.07	Bethesda Ruins [LAT 05 / LONG 03]	West offices, up the stairs, in room to the west, on the cabinets.
#39	6.08	Chryslus Building [LAT 08 / LONG -01]	Lower offices, final locked door to the south, in the mail room.
#40	6.11	National Guard Depot [LAT 18 / LONG -03]	Bookshelf on the east wall, third floor.
#41	6.11	National Guard Depot [LAT 18 / LONG -03]	Bookshelf on the east wall, third floor.
#42	6.11	National Guard Depot [LAT 18 / LONG -03]	Training Wing, offices full of junk and debris, on shelves above a wall safe.
#43	6.11	National Guard Depot [LAT 18 / LONG -03]	Offices, upper floor, on a shelf connected to large central pillar, above hole in floor.
#44	6.11	National Guard Depot [LAT 18 / LONG -03]	Offices, upper floor, on a shelf connected to large central pillar, above hole in floor.
#45	6.11	National Guard Depot [LAT 18 / LONG -03]	Offices, upper floor, on a shelf connected to large central pillar, above hole in floor.
#46	7.01	Yao Guai Tunnels [LAT -28 / LONG -04]	On a picnic table.
#47	7.10	RobCo Facility [LAT -14 / LONG -15]	Factory floor, entrance foyer, on shelves above large desk.
#48	7.10	RobCo Facility [LAT -14 / LONG -15]	Factory floor, on the console in the room with the Protectron Pod.
#49	7.10	RobCo Facility [LAT -14 / LONG -15]	Offices and cafeteria, mainframe chamber.
#50	7.A	Broadcast Tower PN [LAT -24 / LONG -04]	Drainage Chamber, by the exit ladder.
#51	8.03	Megaton [LAT -01 / LONG -06]	Billy Creel's house, downstairs on a table.
#52	8.03	Megaton [LAT -01 / LONG -06]	Billy Creel's house, downstairs on a table.
#53	8.03	Megaton [LAT -01 / LONG -06]	Billy Creel's house, downstairs on a table.
#54	8.03	Megaton [LAT -01 / LONG -06]	Billy Creel's house, upstairs on a table.
#55	8.06	Cliffside Cavern [LAT -10 / LONG -17]	Raider Outpost, inside the tent.
#56	8.C	Drainage Chamber [LAT -11 / LONG -04]	Drainage Chamber, on the radio table.
#57	8.L	Independence Hamlet [LAT -11 / LONG -09]	On the Scavenger's table.
#58	9.06	Anchorage Memorial [LAT 10 / LONG -07]	Facility, upper floor, in the Wastelander research laboratory.
#59	9.06	Anchorage Memorial [LAT 10 / LONG -07]	Facility, upper floor, in the Wastelander research laboratory.
#60	9.06	Anchorage Memorial [LAT 10 / LONG -07]	Facility: Upper floor, in the Wastelander research laboratory.
#61	9.13	Alexandria Arms [LAT 07 / LONG -17]	In the two-level recreation room.
#62	9.18	Arlington Library [LAT 08 / LONG -19]	Lobby, in the upper balcony bookcases.
#63	9.18	Arlington Library [LAT 08 / LONG -19]	Lobby, in the upper balcony bookcases.
#64	9.18	Arlington Library [LAT 08 / LONG -19]	Lobby, in the upper balcony bookcases.
#65	9.18	Arlington Library [LAT 08 / LONG -19]	Media Archive, on a conveyor belt in the northeastern edge of this floor.
#66	9.18	Arlington Library [LAT 08 / LONG -19]	Media Archive, south media room.



### Appendix 8: Scribe Pre-War Books (continued)

#	ZONE	LOCATION	NOTES
#67	9.18	Arlington Library [LAT 08 / LONG -19]	Children's Wing, skeletal cage room and floor holes.
#68	9.18	Arlington Library [LAT 08 / LONG -19]	Children's Wing, skeletal cage room and floor holes.
#69	9.18	Arlington Library [LAT 08 / LONG -19]	Children's Wing, skeletal cage room and floor holes.
#70	9.18	Arlington Library [LAT 08 / LONG -19]	Children's Wing, coffee machine nook.
#71	9.18	Arlington Library [LAT 08 / LONG -19]	Children's Wing, northwest office.
#72	11.C	Raider Outpost	Upper floor open-air room, on a bookcase.
#73	12.02	Vault-Tec Headquarters	Corporate offices, on a trash bin, in the lower level of the large room to the northwest.
#74	12.07	Our Lady of Hope Hospital	On the cafeteria coffee counter.
#75	16.05	Mama Dolce's Processed Foods	Upstairs foreman's office (with escaping gas), near a Sledgehammer.
#76	16.05	Mama Dolce's Processed Foods	Food distribution, third floor, captain's office near a desk terminal.
#77	17.11	The National Archives	Scattered on a tipped-over shelf bank in the northwest archives area.
#78	17.11	The National Archives	Scattered on a tipped-over shelf bank in the northwest archives area.
#79	17.11	The National Archives	Scattered on a tipped-over shelf bank in the northwest archives area.
#80	17.11	The National Archives	Scattered on a tipped-over shelf bank in the northwest archives area.
#81	17.11	The National Archives	Scattered on a tipped-over shelf bank in the southwest archives area.
#82	17.14	Capitol Building	East entrance, in a cubicle with a Skill Book, in the long room.
#83	19.06	L.O.B. Enterprises	East Wing, upper floor to the north, on a desk with an R&D terminal.

#	ZONE	LOCATION	NOTES
#84	19.06	L.O.B. Enterprises	East Wing, upper floor to the north, on a desk with an R&D terminal.
#85	20.01	Hubris Comics Publishing	Northwest corner of the foyer, on a debris pile.
#86	20.01	Hubris Comics Publishing	Downstairs to the west, in the office to the north.
#87	U01A	Farragut West Station	Hatch door [Average] to weapons cache.
#88	U01A	Farragut West Station	Hatch door [Average] to weapons cache.
#89	U01A	Farragut West Station	Hatch door [Average] to weapons cache.
#90	U05	Tepid Sewer	Raider sleeping quarters.
#91	U05	Tepid Sewer	Hidden in a small closet in the center of this area, in a room with a First Aid Box, lockers, and a set of shelves, with several burned books in a tiny crate.
#92	U13	County Sewer Mainline	In Gallo's hideaway.
#93	U13	County Sewer Mainline	In Gallo's hideaway.
#94	U13	County Sewer Mainline	The room beyond the sewer management room.
#95	U13	County Sewer Mainline	The room beyond the sewer management room.
#96	U17.A	Falls Church / Mason Dst Metro	Raider camp, in the diner.
#97	U17.B	Franklin Metro Utility	On a shelf near the dumpsters; drop down from the workshop, or use the catwalk stairs to climb up.
#98	U17.B	Franklin Metro Utility	On a shelf near the dumpsters; drop down from the workshop, or use the catwalk stairs to climb up.
#99	BS 2.A	Aqua Pura Raider Camp	On the upper balcony of the barn.
#100	PL 4.19	Disaster Relief Outpost	Next to the terminal inside Marcella's tent.
#101	PL 6.29	Point Lookout Lighthouse	In the Underground Laboratory, in a small office.
#102	PL 6.29	Point Lookout Lighthouse	In the Underground Laboratory, in a small office.
#103	PL 6.29	Point Lookout Lighthouse	In the Underground Laboratory, in a small office.

## APPENDIX 9: SKILL BOOKS

### TALES OF A JUNKTOWN JERKY VENDOR [BARTER] (24)

#	ZONE	LOCATION	NOTES
#01	1.14	Abandoned Car Fort [LAT -24 / LONG 14]	Near mattress and tiny crate.
#02	2.07	Declining Groves Resort Homes [LAT -02 / LONG 20]	Northeast house, on some shelves.
#03	3.01	Vault 92 [LAT 08 / LONG 27]	Vault 92 Entrance: Gordie Summer's store and weapons repository.
#04	3.07	Crisis Diner [LAT 13 / LONG 20]	Behind the counter, on a shelf.
#05	13.04	Enclave Camp [LAT 11 / LONG 14]	Sometimes located with or on the Enclave troops dropped on the bridge by a Vertibird.
#06	4.08	Little Lamplight [LAT -26 / LONG 02]	U4.08.3 Murder Pass, eastern cave shack, on top of toilet.
#07	4.J	Wasteland Gypsy Village [LAT -18 / LONG 06]	Shack near picnic table, inside on a table.
#08	6.07	Bethesda Ruins [LAT 05 / LONG 03]	Underworks, top of mezzanine, on stone bench near the skeleton and baby carriage near the phone booths, on a bucket.
#09	6.11	National Guard Depot [LAT 18 / LONG -03]	Depot Training Wing, on a desk in a debris-filled office.
#10	6.M	Bethesda Suburbs [LAT 09 / LONG 03]	Raider Shack: Inside, on master bedroom table.
#11	7.14	Tenpenny Tower [LAT -16 / LONG -17]	Tenpenny Suites, northeast room, Susan Lancaster's suite (on desk).†
#12	7.14	Tenpenny Tower [LAT -16 / LONG -17]	Tenpenny Suites, northeast room, Susan Lancaster's suite (on desk).†
#13	7.5	Willy's Grocer [LAT -14 / LONG -18]	Inside, by the counter.
#14	8.V	The Concrete Treehouse [LAT -03 / LONG -15]	Near mattress, up on the treehouse floor.
#15	9.01	Super-Duper Mart [LAT 04 / LONG -04]	Area near the storage room terminal.
#16	9.18	Arlington Library [LAT 08 / LONG -19]	Media Archive, in the pool table recreation room.
#17	11.06	Lady Frumperton's Fashions	Near the counter, on top of a floor safe.
#18	12.02	Vault-Tec Headquarters	Guest Relations, northwest balcony area, on table (take before dropping down to exit).
#19	12.08	The Statesman Hotel	Lobby, upstairs bedroom to the northeast, on a desk.
#20	16.H	Container Truck	Near the truck, inside a barrel-filled container, by a dead Wastelander.

### Appendix 9: Skill Book [Barter] (continued)

#	ZONE	LOCATION	NOTES
#21	17.11	The National Archives	Button Gwinett's strongroom.
#22	17.14	Capitol Building	East entrance, on cubicle desk, in front of long cabinet row.
#23	20.01	Hubris Comics Publishing	Rear of the foyer desk, on a shelf above the dummy terminal.
#24	U13	County Sewer Mainline	On Gallo the Ghoul's corpse.

† There is a Skill Book at this location prior to a Ghoul invasion, and after the lights go out. To obtain both, claim the first book and then cause the Ghouls to break into the tower, as part of Miscellaneous Quest: Tenpenny Tower.

### U.S. ARMY: 30 HANDY FLAMETHROWER RECIPES [BIG GUNS] (25)

#	ZONE	LOCATION	NOTES
#01	2.J	Irradiated Silo and Barn [LAT 00 / LONG 20]	Hillside to the northeast, near body of dead Mercenary.
#02	3.H	Jackknifed Truck (on Freeway) [LAT 13 / LONG 23]	Front end of a wrecked coach liner, near on-ramp.
#03	4.02	Five Axles Rest Stop [LAT -21 / LONG 10]	Inside one of the truck containers.
#04	4.08	Little Lamplight [LAT -26 / LONG 02]	U4.08.3 Murder Pass, dead end, on western side of rope bridge.
#05	4.10	VAPL-58 Power Station [LAT -14 / LONG 03]	Wasteland (PS04) -14, 3. On the roof, access via the interior, and the hatch in the southeast corner. By the barbecue near the two chairs.
#06	6.03	Scrapyard [LAT 05 / LONG 09]	Inside John's Treasure Box (northwestern exterior).
#07	6.04	Wheaton Armory [LAT 10 / LONG 08]	Inside irradiated inner locked chamber [Very Hard], with weapon cache.
#08	6.07	Bethesda Ruins [LAT 05 / LONG 03]	Bethesda Offices East, raider boss, with Flamer.
#09	6.11	National Guard Depot [LAT 18 / LONG -03]	Armory and Bunker, inside armory, on table with Fat Man and Mini-Nukes.
#10	6.P	Jackknifed Truck (under Monorail) [LAT 16 / LONG 02]	Irradiated weapons cache in the back of the truck.
#11	7.04	Evergreen Mills [LAT -18 / LONG -07]	Southern shack, in the bedroom.
#12	8.J	Jackknifed Truck [LAT -12 / LONG -07]	Inside truck container.
#13	8.Q	Car Dealership [LAT -01 / LONG -12]	Interior, northeast corner of raised area.



## Appendix 9: Skill Book [Big Guns] (continued)

#	ZONE	LOCATION	NOTES
#14	8.X	Dor's Diner [LAT -01 / LONG -16]	Behind the counter.
#15	8.Z	Raider Camp [LAT 03 / LONG -16]	Old Scavenger's hut, near the mattress.
#16	9.06	Anchorage Memorial [LAT 10 / LONG -07]	Service entrance, sewers utility area, amid junk.
#17	11.09	Sunken Sewer	Northern, irradiated end, along with other items.
#18	13.03	Auto Shop (Takoma Motors)	Interior, on the southeast corner desk.
#19	14.08	La Maison Beauregard Lobby	Behind the lobby desk.
#20	17.14	Capitol Building West Entrance	Rotunda, with weapon cache on wall.
#21	21.C	Tunnel Cache	With the rest of the cache.
#22	U01.A	Farragut West Station	Weapons cache behind hatch door [Average].
#23	U06.F	Arlington Utility	On the Raiders' eating balcony, with scattered Chems.
#24	U15	Arlington / Falls Church Metro	Container to the north, inside, on a chair.
#25	U17.B	Franklin Metro Utility	Rickety shelving, along the irradiated tunnel.

NIKOLA TESLA AND YOU  
[ENERGY WEAPONS] (25)

#	ZONE	LOCATION	NOTES
#01	1.07	Deathclaw Sanctuary [LAT -22 / LONG 20]	Initial chamber, next to corpse pile.
#02	1.09	Mason Dixon Salvage [LAT -14 / LONG 21]	Inside one of the abandoned shacks.
#03	1.A	Raider Wharf [LAT -24 / LONG 25]	On the boat moored a few feet to the southwest.
#04	2.03	MDPL-21 Power Station [LAT -10 / LONG 26]	Inside, near the Work Bench.
#05	2.E	Abandoned Tent [LAT -12 / LONG 23]	Inside the tent with other items.
#06	3.01	Vault 92 [LAT 08 / LONG 27]	Sound testing, inside the recording studio.
#07	4.06	Vault 87 [LAT -28 / LONG 06]	Reactor chamber, small crate at foot of mannequin.
#08	4.11	Fort Bannister [LAT -18 / LONG -01]	Commanding officer's quarters, central silo area, on hidden roof alcove of rusting covered area with sandbags and Ammo; drop down from stairs directly above.
#09	5.12	Vault 106 [LAT -09 / LONG 01]	Living quarters, upper atrium, in a tiny crate at the base of the crate stack, on a desk in the room to the northeast.
#10	5.13	Jury Street Metro Station [LAT -10 / LONG -03]	Gold Ribbon Grocers. Freeform Quest: Rube's Gold Ribbon.
#11	6.02	Canterbury Commons [LAT 18 / LONG 11]	Robot Repair Center, next to a toolbox and some disabled Protectrons on a desk next to the conveyor belts in the generator room.
#12	6.11	National Guard Depot [LAT 18 / LONG -03]	Lower floor, storage room on same floor as utility hatch door.
#13	7.04	Evergreen Mills [LAT -18 / LONG -07]	Bazaar "good time" cells, inside locked cell on a bunk-bed.
#14	7.07	Jocko's Pop & Gas Stop [LAT -22 / LONG -12]	Inside the shack, on the counter.
#15	7.10	RobCo Facility [LAT -14 / LONG -15]	Offices and cafeteria (second floor), desk in northwest corner of open-plan office.
#16	7.F	Ruined Calverton Village [LAT -14 / LONG -07]	On a low bookcase shelf.
#17	8.03	Megaton [LAT -01 / LONG -06]	Your Megaton house, when you purchase the "Science" theme.
#18	8.08	Red Racer Factory [LAT 02 / LONG -15]	CEO offices, small room to the south, along with other items.
#19	9.W	Talon Company Recon Camp [LAT 08 / LONG -20]	On a table by the exposed bunk-bed.
#20	17.07A	Museum of History	Entrance, foyer restrooms.
#21	17.10	Museum of Technology	Upper area at top of stairs, small security room, on counter.
#22	17.14	Capitol Building West Entrance	A metal doored storage room [Hard] off a southern corridor.
#23	U01.A	Farragut West Station	Floor safe [Average] in the MDCTA service office.
#24	U06.C	Foggy Bottom Station	On the computer console adjacent to the Protectron charging pod.
#25	U18.B	Taft Tunnel	On picnic table near Nuka-Cola Quantum. Only available during Main Quest: The Waters of Life.

DUCK AND COVER!  
[EXPLOSIVES] (25)

#	ZONE	LOCATION	NOTES
#01	1.04	Fort Constantine [LAT -17 / LONG 26]	Launch Control Bunker: On launch control desk, next to terminal.
#02	1.07	Deathclaw Sanctuary [LAT -22 / LONG 20]	Locked footlocker [Average] at the entrance.
#03	1.E	Overlook Raider Shack [LAT -25 / LONG 21]	Skeleton: Near rusting cars and Ammo Boxes, northwest of shack.
#04	2.N	Monorail Train Wreckage (Raider Camp) [LAT 00 / LONG 14]	By the bath.
#05	3.01	Vault 92 [LAT 08 / LONG 27]	Overseer's office, on bookcase.
#06	3.02	Old Olney [LAT 10 / LONG 26]	Olney Sewers, by skeleton at dead-end of rocky tunnel.
#07	4.J	Wasteland Gypsy Village [LAT -18 / LONG 06]	Inside the shack with tree stump left of the door.
#08	5.03	Hamilton's Hideaway [LAT -07 / LONG 07]	Interior Raiders' hideout, on the counter.
#09	5.14	Springvale School [LAT -01 / LONG -01]	Second floor; on the desk by "suk me hahaha's" terminal.
#10	5.D	Ruined House [LAT -05 / LONG 12]	On a shelf, in the building.
#11	6.11	National Guard Depot [LAT 18 / LONG -03]	Depot offices, archives room, on central wooden counter.
#12	6.X	Wastelander Mine Trap (Under Bridge) [LAT 05 / LONG -03]	In among the other items.
#13	7.02	Charnel House [LAT -21 / LONG -04]	Upper floor, end of platform.
#14	7.04	Evergreen Mills [LAT -18 / LONG -07]	Foundry: From the upper catwalks, look at the top of the lower pods (southwest corner), with the body on a mattress. Jump down, or use weapons to knock it down.
#15	7.09	F. Scott Key Trail & Campground [LAT -27 / LONG -15]	Middle picnic table in barbecue area.
#16	7.M	Drainage Chamber [LAT -20 / LONG -13]	Trap-filled, underground office.
#17	7.Q	Warrington Township [LAT -18 / LONG -16]	On a shelf in the debris pile at the east end of the street, opposite the intact dwelling.
#18	8.S	Scavenger's Bridge [LAT 02 / LONG -13]	On shelves in the Scavenger's bridge shack. Steal it.
#19	9.11	The Citadel [LAT 08 / LONG -14]	Laboratory, in a tiny crate, lower floor restroom (to the right of Liberty Prime).
#20	9.13	Alexandria Arms [LAT 07 / LONG -17]	Lower level side room, just before double doors to recreation room.
#21	9.L	Festive Raider Camp [LAT 12 / LONG -10]	Among the other items.
#22	17.08	Bunker	Near the bunk-beds, in the middle of the tunnel.
#23	17.11	The National Archives	On the side of a tipped-over desk in the northwest corner of the large room with the shelves at the northern end.
#24	17.11	The National Archives	Archives sub-basement, tunnel junction, through gate [Very Hard].
#25	U17.A	Falls Church / Mason Dst Metro	Raider Camp ticket booth.

TUMBLERS TODAY  
[LOCKPICK] (25)

#	ZONE	LOCATION	NOTES
#01	1.06	Broadcast Tower KB5 [LAT -23 / LONG 20]	Drainage Chamber, by corpse near the office door.
#02	1.09	Mason Dixon Salvage [LAT -14 / LONG 21]	Inside abandoned shack, on table.
#03	1.16	Roosevelt Academy [LAT -17 / LONG 14]	Arts and Athletics Hall, third floor, in the southwest office near the locker room, by Ammo Boxes.
#04	1.E	Overlook Raider Shack [LAT -25 / LONG 21]	On the shelves, along with beer and Chems.
#05	1.J	Jackknifed Truck (near Crossing) [LAT -15 / LONG 19]	Inside the container, at the back of the truck.
#06	3.09	Minefield [LAT 04 / LONG 14]	Gibson house, downstairs office, next to burned-out terminal.
#07	4.J	Wasteland Gypsy Village [LAT -18 / LONG 06]	Outside, by the top shack, in the open refrigerator.
#08	5.01	Germantown Police Headquarters [LAT -02 / LONG 13]	Basement, weapons storage, on shelf next to the Fat Man.
#09	5.05	Meresti Trainyard [LAT -01 / LONG 07]	Interior tunnels, among Robert's collection of junk.
#10	5.12	Vault 106 [LAT -09 / LONG 01]	Science Labs, on a table with milk bottles, in the server room (northeast corner of this level).

### Appendix 9: Skill Book [Lockpick] (continued)

#	ZONE	LOCATION	NOTES
#11	5.13	Jury Street Metro Station [LAT -10 / LONG -03]	Gold Ribbon Grocers. Freeform Quest: Rube's Gold Ribbon.
#12	5.Q	Cratered Hamlet [LAT -01 / LONG 05]	In a bathtub, in one of the ruined houses.
#13	6.06	Yanlt 108 [LAT 18 / LONG 06]	Entrance, in entrance level south reactor room storage closet, behind some stacked crates, under a Nuka-Cola Quantum. It is almost impossible to obtain.
#14	7.03	Smith Casey's Garage [LAT -22 / LONG -08]	Inside the open safe, near the mattress and skeleton.
#15	7.1	Ruined Office Building [LAT -14 / LONG -19]	Second floor ruined ledge.
#16	8.10	Nuka-Cola Plant [LAT -01 / LONG -19]	Milo's office, at the back near the safe.
#17	8.0	Talon Company Camp [LAT 02 / LONG -09]	Inside the small lab room.
#18	9.18	Arlington Library [LAT 08 / LONG -19]	Media Archive, on a desk on the north wall of the southwest room.
#19	9.1	Flooded Metro Raider Camp [LAT 04 / LONG -19]	Missile launcher vantage point on the west of the camp.
#20	16.05	Mama Dolce's Processed Foods	Food distribution, on the ground by the skeleton and safes, in the lower tunnel "cave" area.
#21	19.03	Office Building (#1)	On the desk, near the south wall.
#22	19.06	L.C.B. Enterprises	East Wing, near the CEO's desk.
#23	U06.D	Freedom Street Station	Scavenger's barricade, steal from the shelf.
#24	U11	Sewer	Hidden stash with a cluster of Ammo Boxes.
#25	U17.B	Franklin Metro Utility	Near the desk terminal and gate, among Ammo Box and Stimpaks.

### D.C. JOURNAL OF INTERNAL MEDICINE [MEDICINE] (25)

#	ZONE	LOCATION	NOTES
#01	1.04	Fort Constantine [LAT -17 / LONG 26]	Bomb storage, experimental chamber on table, near Fat Man.
#02	1.09	Mason Dixon Salvage [LAT -14 / LONG 21]	Inside one of the abandoned shacks.
#03	1.16	Roosevelt Academy [LAT -17 / LONG 14]	Ground floor, nurse's office, desk in southeast corner.
#04	2.01	Oasis [LAT -03 / LONG 28]	Sunken Chambers, in a small crate at the sunlit west end of the cave.
#05	2.8	Toxic Pond [LAT -09 / LONG 30]	Next to the dead scientist.
#06	3.01	Yanlt 92 [LAT 08 / LONG 27]	Living quarters, lower level.
#07	3.06	Greener Pastures Disposal Site [LAT 07 / LONG 21]	Makeshift shack, near the Wasteland Recluse.
#08	3.08	Relay Tower KX-B8-11 [LAT 15 / LONG 20]	Radio alcove, through hatch door, near Pre-War Book.
#09	3.09	Minefield [LAT 04 / LONG 14]	Benson house, desk in master bedroom.
#10	4.01	Shalebridge [LAT -26 / LONG 12]	Dead mercenary, east of the Ant Hills.
#11	4.09	Jobert Brothers Waste Disposal [LAT -18 / LONG 03]	Inside the first office, on one of the shelves.
#12	5.01	Germantown Police Headquarters [LAT -02 / LONG 13]	Top floor, north conference room.
#13	5.04	Hallowed Moors Cemetery [LAT -04 / LONG 09]	On some shelves.
#14	5.10	Big Town [LAT -04 / LONG 03]	Red's Clinic, in the kitchen.
#15	7.10	RobCo Facility [LAT -14 / LONG -15]	Offices and cafeteria (second floor), computer office room, just before the stairs up.
#16	8.08	Red Racer Factory [LAT 02 / LONG -15]	Factory floor, in the large room to the northeast, climb to the higher catwalk, and look for two turbine-style generators on top of one of the lower pods. Look for some clutter, jump down there, and use the stepladder to climb between the turbines. The book is under a bucket.
#17	9.06	Anchorage Memorial [LAT 10 / LONG -04]	Facility, lower floor in the room with medical equipment, on the table with the light.
#18	9.15	Rivet City [LAT 18 / LONG -17]	Broken Bow, on the computer console, below the X-ray screens.
#19	12.07	Our Lady of Hope Hospital	Ground floor, in room along the corridor from Mister Handy, to the south.
#20	12.07	Our Lady of Hope Hospital	Second level, on a table in the cafeteria area with the long slanted wall of windows.
#21	12.09	Sewer	On the shelves.

### Appendix 9: Skill Book [Medicine] (continued)

#	ZONE	LOCATION	NOTES
#27	17.07A	Museum of History Entrance	Lower halls, lower floor, east side on the bottom shelf in the room with the long counters and refrigerators.
#23	17.14	Capital Building West Entrance	Hall of Columns: On the railing of the sniper bridge spanning the hall at the northern end.
#24	U06.E	DCTA Tunnel 014-B Potomac	Waterlogged treatment room with Stimpaks and Egg Clutches.
#25	U17.A	Falls Church / Mason Dst Metro	On a First Aid Box on the east wall of a restroom, on the far north area of the Metro interior.

### GROGNAK THE BARBARIAN [MELEE WEAPONS] (25)

#	ZONE	LOCATION	NOTES
#01	1.04	Fort Constantine [LAT -17 / LONG 26]	Personnel offices northeast, small locked closet [Hard] at the foot of the stairs.
#02	1.12	The Silver Lining Drive-In [LAT -15 / LONG 17]	In the shack, near the rusting cars.
#03	1.F	Raider Wreckage Fortifications [LAT -24 / LONG 19]	Top fortification, in tiny crate under the tin cans.
#04	2.04	Clifftop Shacks [LAT 00 / LONG 26]	Inside the smaller shack, to the north.
#05	3.04	Chaste Acres Dairy Farm [LAT 15 / LONG 24]	In the farmhouse barn loft, next to the bloody mattress.
#06	3.09	Minefield [LAT 04 / LONG 14]	Gillian house, upstairs, the first doorway on your left.
#07	3.04	Enclave Camp [LAT 11 / LONG 14]	Sometimes located with or on the Enclave troops dropped on the bridge by a Vertibird.
#08	6.02	Canterbury Commons [LAT 18 / LONG 11]	Pickpocketed from Derek Pacian.
#09	6.03	Scrapyard [LAT 05 / LONG 09]	Inside John's Treasure Box (northwestern exterior).
#10	6.07	Bethesda Ruins [LAT 05 / LONG 03]	Underworks, inside the Ghoul-filled storage closet.
#11	6.G	Radio Mast Yankee Bravo [LAT 16 / LONG 07]	Drainage channel, small room to the south.
#12	7.0	Yao Guai Tunnels [LAT -28 / LONG -04]	Just beyond the broken fence after entering from the den, there's a ledge with a traffic cone and dead body. The book is on that ledge. Enter from the den, or lob a grenade up from down below.
#13	8.01	Vault 101 [LAT -04 / LONG -04]	Diner, present from Amata on your 10th birthday.
#14	8.03	Megaton [LAT -01 / LONG -06]	Inside Jericho's house.
#15	8.06	Cliffside Cavern [LAT -10 / LONG -17]	Raider Outpost, upper generator near eastern exit tunnel, on the edge of the defenses. Don't explode the generator, or the book could fly anywhere!
#16	8.07	Andale [LAT -05 / LONG -17]	Smith house basement.
#17	8.S	Scavenger's Bridge [LAT 02 / LONG -13]	On shelves in the Scavenger's bridge shack. Steal it.
#18	8.Y	Parked Red Racer Trucks [LAT 01 / LONG -16]	Next to dead Wastelander lying in radioactive container.
#19	12.02	Vault-Tec Guest Relations	Executive office, on one of the desks.
#20	12.08	The Statesman Hotel	Restaurant, the Alfresco Lounge, with cache behind the central bar.
#21	14.A	Super Mutant Camp	Upper concrete ledges to the south.
#22	20.01	Hubris Comics Publishing	Printing area, Mad Johnny Wes's balcony, foreman's office.
#23	U01.B	Tenleytown / Friendship Station	To the northeast, in the small office (across from the restrooms). Check the two sets of lockers; it is on the top left shelf.
#24	U02	Metro Junction	Eastern station area, in the eastern corner. Jump down from above to the sloping pile of rubble, and locate the table with the lantern; the book is there.
#25	U22.B	Museum Station	Inside the Raider's recreation room.



## DEAN'S ELECTRONICS [REPAIR] (25)

#	ZONE	LOCATION	NOTES
#01	1.02	MDPL-05 Power Station [LAT -27 / LONG 25]	Near the skeleton of the worker, and Dart Gun Schematic.
#02	3.D	Ruined Farmstead [LAT 06 / LONG 27]	Barn area, on the ground-level shelves.
#03	3.N	Hilltop Farm Ruins [LAT 16 / LONG 17]	Loose on a radioactive barrel next to the body in the tipped-over container.
#04	4.10	VAPL-58 Power Station [LAT -14 / LONG 03]	Inside the station, on a computer desk.
#05	4.E and 4.F	Abandoned Shack & Container [LAT -23 / LONG 08 & 09]	Inside the shack, in a crate on the middle Work Bench shelf.
#06	5.13	Jury Street Metro Station [LAT -10 / LONG -03]	In the Raider hideout on the mezzanine, on a Work Bench.
#07	6.02	Canterbury Commons [LAT 18 / LONG 11]	In the garage, in the storage room to the west.
#08	6.05	Corvega Factory [LAT 16 / LONG 05]	Southern warehouse interior, in the foreman's office accessed via the catwalk.
#09	6.07	Bethesda Ruins [LAT 05 / LONG 03]	Offices West, inside a crate by the broken television and lantern; top floor room with the pit.
#10	7.06	VAPL-66 Power Station [LAT -23 / LONG -14]	Inside the station, on the desk.
#11	7.11	Dunwich Building [LAT -26 / LONG -18]	Forsaken Dunwich Ruins, on a shelf in a small pipe room off the hallway.
#12	7.13	Warrington Station [LAT -18 / LONG -19]	Tunnels, near the Ghouls' sleeping quarters, in a connecting chamber.
#13	8.08	Red Racer Factory [LAT 02 / LONG -15]	Factory floor, toward the main entrance, look for a room with an oversized tricycle hanging from above. Use the barrels behind a railing to jump up onto the tan-colored machine with clutter. There are also Mentats up here.
#14	8.10	Nuka-Cola Plant [LAT -01 / LONG -19]	Factory floor, single large room east of the foyer.
#15	8.W	Jackknifed Truck [LAT -03 / LONG -17]	In the back of the truck's container.
#16	9.06	Anchorage Memorial [LAT 10 / LONG -07]	Operations and clinic room.
#17	9.15	Rivet City [LAT 18 / LONG -17]	Broken Bow, in Pinkerton's hideout.
#18	12.04	Sewer Entrance	Tunnels, near the crossroad, in the locked room [Average].
#19	16.05	Mama Dolce's Processed Foods	Processed foods, on the shelf in the stairwell.
#20	18.06	Reilly's Rangers Compound	On top of the small generator in the southwest room.
#21	20.D	Pulowski Preservation Shelter	Inside the shelter.
#22	U04	Dry Sewer	Generator and storage room, away from main combat corridor.
#23	U05	Tepid Sewer	By the generator.
#24	U06.B	Metro Central	Connecting tunnel, behind gate [Easy] with small generators inside.
#25	U14	Hubris Comics Utility Tunnels	Inside the room with the columns and vertical pipes (northwest side), on a desk tucked in an alcove.

## BIG BOOK OF SCIENCE [SCIENCE] (25)

#	ZONE	LOCATION	NOTES
#01	1.04	Fort Constantine [LAT -17 / LONG 26]	Bomb storage, in the experimental chamber with the Fat Man and T-51b Armor.
#02	1.D	Jackknifed Truck (on Freeway) [LAT -26 / LONG 20]	On the body of one of the dead scientists (watch for the explosion!)
#03	2.06	Broadcast Tower LP8 [LAT -04 / LONG 24]	Sealed cistern, among the salisbury steaks.
#04	3.06	Greener Pastures Disposal Site [LAT 07 / LONG 21]	Inside the container near the body of the dead scientist.
#05	4.01	Shalebridge [LAT -26 / LONG 12]	Tunnels, on a corpse in the middle of the large chamber at the northern end; look around the central rock formation.
#06	4.11	Fort Bannister [LAT -18 / LONG -01]	Fort Bannister Main, locked [Average] storage room containing Fat Man.
#07	5.04	Hallowed Moors Cemetery [LAT -04 / LONG 09]	On the pulpit.
#08	6.05	Corvega Factory [LAT 16 / LONG 05]	Exterior, in the irradiated container, drop down from the rocky outcrop above.
#09	6.05	Corvega Factory [LAT 16 / LONG 05]	Entrance, inside the open-plan office, on a desk.
#10	6.07	Bethesda Ruins [LAT 05 / LONG 03]	West offices, by the foyer desk, near the Turret Control System Terminal.

## Appendix 9: Skill Book [Science] (continued)

#	ZONE	LOCATION	NOTES
#11	6.08	Chrysler Building [LAT 08 / LONG -01]	Basement, northwest, stone-floored generator room.
#12	7.10	RobCo Facility [LAT -14 / LONG -15]	By the Protectron Pod area to the northeast, on a console.
#13	7.13	Warrington Station [LAT -18 / LONG -19]	Tunnels, near the long, gas-filled corridor (three-door room), on a desk.
#14	7.14	Tenpenny Tower [LAT -16 / LONG -17]	Penthouse Suites, your suite, when you purchase the "Science" theme.
#15	8.03	Megaton [LAT -01 / LONG -06]	Craterside Supply, awarded by Moira Brown. Miscellaneous Quest: The Wasteland Survival Guide.
#16	8.10	Nuka-Cola Plant [LAT -01 / LONG -19]	Offices, on a table in the room on the upper floor, west end.
#17	8.C	Drainage Chamber [LAT -11 / LONG -04]	On the table with the radio.
#18	9.15	Rivet City [LAT 18 / LONG -17]	Pinkerton's Hideout.
#19	9.18	Arlington Library [LAT 08 / LONG -19]	Lobby, upper floor office.
#20	10.03	Galaxy News Radio	In Three Dog's upstairs workshop area and restroom.
#21	12.02	Vault-Tec Headquarters	Corporate offices, top floor (northeast end), on a shelf above the huge hole to the lower stories.
#22	16.03	Arlington House	In the kitchen.
#23	21.D	Pulowski Preservation Shelter	Inside the shelter.
#24	U13	County Sewer Mainline	Sewer management room.
#25	U16.B	Queen Ant's Hatchery	Ant Queen's nest, on Lesko's table.

## GUNS AND BULLETS [SMALL GUNS] (25)

#	ZONE	LOCATION	NOTES
#01	1.04	Fort Constantine [LAT -17 / LONG 26]	CO quarters, on the bed.
#02	1.04	Fort Constantine [LAT -17 / LONG 26]	Bomb storage, inside one of the locked weapons storage rooms [Very Hard].
#03	1.08	Dickerson Tabernacle Chapel [LAT -19 / LONG 19]	Among the debris and mattresses on the ground.
#04	3.E	Red Rocket Gas Station and Jackknifed Truck [LAT 13 / LONG 25]	Inside the mailbox at the entrance to the Chaste Acres Dairy Farm.
#05	3.N	Hilltop Farm Ruins [LAT 16 / LONG 17]	In the outhouse.
#06	4.03	MDPL Mass Relay Station [LAT -17 / LONG 10]	Interior substation, on a table.
#07	4.07	Everglow National Campground [LAT -23 / LONG 05]	Inside the caravan, northwest of the picnic tables.
#08	4.11	Fort Bannister [LAT -18 / LONG -01]	Bunker, on top of a gun cabinet in the small room off the east hallway.
#09	4.E	Abandoned Shack [LAT -23 / LONG 08]	Inside the shack.
#10	5.03	Hamilton's Hideaway [LAT -07 / LONG 07]	Inside locked cell gate, part of Freeform Quest: Caching in with Three Dog.
#11	6.03	Scrapyard [LAT 05 / LONG 09]	Inside John's Treasure Box (northwestern exterior).
#12	6.08	Chrysler Building [LAT 08 / LONG -01]	Ground floor, behind locked door [Average], or access through hole in second floor.
#13	6.A	Regulator Headquarters [LAT 09 / LONG 11]	Upstairs in Sonora Cruz's chamber.
#14	8.Z	Raider Camp [LAT 03 / LONG -16]	Inside the old Scavenger's hut.
#15	9.09	Grayditch [LAT 05 / LONG -09]	Inside the abandoned house to the north.
#16	9.11	The Citadel [LAT 08 / LONG -14]	A-Ring, under a bed in the northeast corner room.
#17	9.13	Alexandria Arms [LAT 07 / LONG -17]	In the two-level recreation room with the pool table.
#18	9.18	Arlington Library [LAT 08 / LONG -19]	Pulowski Preservation Shelter, outside main door.
#19	9.18	Arlington Library [LAT 08 / LONG -19]	Children's Wing, skeletal cage room and floor holes.
#20	16.05	Mama Dolce's Processed Foods	The restrooms to the west.
#21	16.05	Mama Dolce's Processed Foods	Loading yard, open-air sniping point balcony.
#22	17.10	Museum of Technology	West Wing, in a room on a desk, on the third floor off the Delta XI Rocket atrium, northeast corner.
#23	20.F	Mason Alcove	The sniping position upstairs, overlooking the Mutie courtyard.
#24	U17.B	Franklin Metro Utility	On the counter in the generator room.
#25	U19	Flooded Metro	Top floor, skeleton lying near some Jet.

### CHINESE ARMY: SPEC. OPS. TRAINING MANUAL [SNEAK] (25)

#	ZONE	LOCATION	NOTES
#01	1.03	SatCom Array NW-05a [LAT -22 / LONG 25]	On the Ghoul Wastelander's desk, near her terminal.
#02	1.04	Fort Constantine [LAT -17 / LONG 26]	CO quarters, downstairs by the dead Wastelander, by the open safe.
#03	2.1	Irradiated Silo and Barn [LAT 00 / LONG 20]	Inside the footlocker [Very Hard] by the mattress, on the barn balcony.
#04	4.04	Broadcast Tower KT8 [LAT -26 / LONG 09]	Drainage Chamber, in secret room with dead Chinese spies.
#05	5.14	Springvale School [LAT -01 / LONG -01]	Lower level, under a corpse in the cave near the large ant egg Clutches.
#06	6.07	Bethesda Ruins [LAT 05 / LONG 03]	East Offices, office cubicle desk to the northwest, with the two Missiles.
#07	6.8	Jackknifed Freeway Truck [LAT 11 / LONG 10]	Inside the container.
#08	6.9	Jackknifed Truck (under Monorail) [LAT 16 / LONG 02]	Inside the footlocker [Very Hard] inside the container.
#09	8.05	Fairfax Ruins [LAT -04 / LONG -12]	Metro Station interior, on the rubble between two wrecked carriages to the east.
#10	8.06	Cliffside Cavern [LAT -10 / LONG -17]	Raider Outpost, inside the tent to the west.
#11	8.10	Nuka-Cola Plant [LAT -01 / LONG -19]	Factory floor, in the main lobby; look up at the ceiling, and open the filing cabinet in the hole up here.
#12	8.6	Ruined Farmhouse [LAT 02 / LONG -04]	Across from the bathtub, on a low bookcase.
#13	8.5	Scavenger's Bridge [LAT 02 / LONG -13]	On shelves in the Scavenger's bridge shack. Steal it.
#14	9.17	Flooded Metro [LAT 04 / LONG -18]	Station exterior, inside Pulowski Preservation Shelter.
#15	12.08	The Statesman Hotel	Mid-level, a storage room south of the main corridor.
#16	15.06	Ho-el	In the rubble-filled lobby where the Brotherhood Paladin is holed up.
#17	16.05	Mama Dolce's Processed Foods	Loading yard, on the open-air sniping point accessed from inside.
#18	17.03	Mineurk Nesting Hole	Well-hidden alcove in the upper northwest corner, by skeleton.
#19	17.06	Museum Station	Archives area, upper floor, adjacent to display case with Lincoln's Repeater in it.
#20	17.14	Capitol Building West Entrance	Hall of Columns, behind a locked door [Hard] at the end of the side passage.
#21	19.06	L.C.B. Enterprises	Archives, in empty archives room on a desk with an employee terminal.
#22	U08	Georgetown / The Mall Metro	Inside the ticket booth.
#23	U18.A	Tail Tunnels	On the desk by the dead Chinese Commando, in the room with the Enclave reinforcements.
#24	U20	Irradiated Metro	Glowing One courtyard, on the northwest console.
#25	U22.B	Museum Station	Concourse restrooms, by skeleton next to a small crate.

### LYING, CONGRESSIONAL STYLE [SPEECH] (25)

#	ZONE	LOCATION	NOTES
#01	5.01	Georgetown Police Headquarters [LAT -02 / LONG 13]	Ground floor, in the rubble-filled debriefing room with the desks.
#02	5.05	Meresti Trainyard [LAT -01 / LONG 07]	Metro Station, under a crate on top of a subway carriage; drop down from the mezzanine area.
#03	5.13	Juny Street Metro Station [LAT -10 / LONG -03]	Mole Rat laboratory, on top of Ryan Brigg's bedside safe.
#04	6.07	Canterbury Commons [LAT 18 / LONG 11]	Mechanist's Forge, on his office desk.
#05	6.03	Scrapyard [LAT 05 / LONG 09]	Inside Littlehorn and Associates' scrapyard office, in the wastebasket next to the desk.
#06	6.05	Corvega Factory [LAT 16 / LONG 05]	Entrance, on the foyer desk.
#07	6.06	Vault 108 [LAT 18 / LONG 06]	Cloning labs, in the middle chamber, near the Bobblehead—Charisma.
#08	7.10	RobCo Facility [LAT -14 / LONG -15]	Factory floor, on the large desk at the back of the foyer.
#09	7.14	Tenpenny Tower [LAT -16 / LONG -17]	Penthouse suites, Burke's room (northeast corner of Tenpenny's suite), on his desk. †

### Appendix 9: Skill Book [Speech] (continued)

#	ZONE	LOCATION	NOTES
#10	7.14	Tenpenny Tower [LAT -16 / LONG -17]	Penthouse suites, Burke's room (northeast corner of Tenpenny's suite), on his desk. †
#11	7.14	Tenpenny Tower [LAT -16 / LONG -17]	Penthouse suites, your suite, when you purchase the "Romance" theme.
#12	7.1	Ruined Chapel [LAT -14 / LONG -06]	Behind the pulpit.
#13	8.03	Megaton [LAT -01 / LONG -06]	Craterside Supply, awarded by Moira Brown. Miscellaneous Quest: The Wasteland Survival Guide.
#14	8.03	Megaton [LAT -01 / LONG -06]	Your house when you purchase the "Romance" theme.
#15	8.10	Nuka-Cola Plant [LAT -01 / LONG -19]	Second floor, in the eastern office, on top of the unlocked safe.
#16	9.18	Arlington Library [LAT 08 / LONG -19]	Children's Wing, coffee machine nook.
#17	9.5	Super Mutant Bonfire [LAT 16 / LONG -16]	Back of the camp near two mattresses.
#18	13.04	Takoma Industrial Factory	Slight raised area in the second shop floor, on the storage shelves among the Abraxo.
#19	14.06	Townhome (McClellan Household)	Front room, on the table.
#20	17.11	The National Archives (Front Entrance)	Secure Wing East, through the hatch door to the west [Average], near the Archival safe containing the Bill of Rights.
#21	17.14	Capitol Building West Entrance	Conference hall, on the podium.
#22	18.A	Pulowski Preservation Shelter	Inside the shelter.
#23	U01.B	Henleytown / Friendship Station	Connecting corridor, on the shelves with food and junk.
#24	U03	Vernon East / Takoma Park	On the counter inside the ticket master's office at the south end hallway, near the exit gate.
#25	U06.A	Dupont Circle Station	In a postal crate on the desk, in the room with the filing cabinets, off the northeast hallway, near the exit gate.

† There is a Skill Book at this location prior to a Ghoul invasion, and after the lights go out. To obtain both, claim the first book and then cause the Ghouls to break into the Tower, as part of Miscellaneous Quest: Tenpenny Tower.

### PUGILISM ILLUSTRATED [UNARMED] (25)

#	ZONE	LOCATION	NOTES
#01	1.15	Faded Pomp Estates [LAT -17 / LONG 15]	In one ruined house, by a bed, at the foot of a fireplace.
#02	1.16	Roosevelt Academy [LAT -17 / LONG 14]	Academy ground floor, in the men's restrooms.
#03	1.16	Roosevelt Academy [LAT -17 / LONG 14]	Maintenance and evacuation tunnel, third generator room, on shelves in the northwest corner.
#04	1.1	Jackknifed Truck (on Freeway) [LAT -27 / LONG 20]	Inside the truck container.
#05	2.02	SatCom Array NN-03d [LAT -13 / LONG 25]	Tower A, in the restroom with the rude greeting.
#06	2.04	Clifftop Shacks [LAT 00 / LONG 26]	Inside the larger of the two shacks, on a bookcase.
#07	3.04	Chaste Acres Dairy Farm [LAT 15 / LONG 24]	Inside the grain silo.
#08	3.09	Minefield [LAT 04 / LONG 14]	Zane house, upstairs in the kid's room, next to teddy.
#09	4.06	Vault 87 [LAT -28 / LONG 06]	Living quarters, upper atrium, locked storage room on the south wall [Average].
#10	5.07	Arefu [LAT -11 / LONG 06]	Inside the abandoned house / Alan's residence, on the corner table.
#11	5.09	Moonbeam Outdoor Cinema [LAT -06 / LONG 05]	On one of the picnic tables.
#12	6.06	Vault 108 [LAT 18 / LONG 06]	Living quarters, in the cafeteria, on the counter.
#13	6.08	Chrysler Building [LAT 08 / LONG -01]	Lower offices, in one of the postal crates in the large central room (upper level).
#14	7.13	Warrington Station [LAT -18 / LONG -19]	Roy Phillips's Ghoul hide-hole, on a shelf by Michael Masters' bed.
#15	7.A	Broadcast Tower PN [LAT -24 / LONG -04]	Drainage Chamber, by the exit ladder.
#16	7.1	Ruined Chapel [LAT -14 / LONG -06]	In the rear restroom area.
#17	7.8	Lucky's Grocer [LAT -18 / LONG -20]	Inside the store; you can take this without annoying the Scavenger.
#18	8.02	Springvale [LAT -02 / LONG -04]	Inside the mailbox of the destroyed house across from Red Rocket Gas.
#19	9.08	Dukov's Place [LAT 11 / LONG -08]	In Dukov's bedroom.
#20	9.6	Military Tent and Truck Defenses [LAT 10 / LONG -06]	Inside the yellow truck container.





## Appendix 9: Skill Book [Unarmed] (continued)

#	ZONE	LOCATION	NOTES
#21	9.T	Flooded Metro Raider Camp [LAT 04 / LONG -19]	On the counter with the cash register, near the Nuka-Cola Quantum.
#22	15.02	White House Utility Tunnel	Inside the tunnel, in the room with the Work Bench and scattered items.
#23	19.06	L.O.B. Enterprises	On a shelf in the northeast storage room filled with shelves.
#24	U06.B	Metro Central	Locked storage closet [Average] near a pack of Vicious Dogs.
#25	U22.A	Anacostia Crossing Station	On one of the mezzanine table with scattered Chems.

## APPENDIX 10: KELLER AND REPLICATED MAN HOLOTAPES (24)

#	HOLOTAPE # & TYPE	ZONE	LOCATION	NOTES
#01	01. Replicated Man	2.08	Paradise Falls [LAT -09 / LONG 16]	Cutter's Clinic.
#02	02. Replicated Man	2.08	Paradise Falls [LAT -09 / LONG 16]	On the floor, by Grouse's sandbags.
#03	03. Replicated Man	2.08	Paradise Falls [LAT -09 / LONG 16]	Inside Eulogy's Pad.
#04	01. Keller	3.07	Grizzly Diner [LAT 13 / LONG 20]	On a desk in the back yard, by the ruined concrete wall.
#05	04. Replicated Man	4.08	Little Lamplight [LAT -26 / LONG 02]	Lucy's Clinic.
#06	05. Replicated Man	4.08	Little Lamplight [LAT -26 / LONG 02]	Knick Knack's Store.
#07	02. Keller	4.E	Abandoned Shack [LAT -23 / LONG 08]	Inside the abandoned shack, with other debris.
#08	03. Keller	4.K	Wastelander Pylon [LAT -14 / LONG 05]	On a low bookcase with other assorted junk.
#09	04. Keller	5.04	Hallowed Moors Cemetery [LAT -04 / LONG 09]	On the pulpit, along with Skill Book.
#10	06. Replicated Man	5.10	Big Town [LAT -04 / LONG 03]	In Red's Clinic.
#11	07. Replicated Man	7.14	Terpeny Tower [LAT -16 / LONG -17]	Doctor Banfield's Clinic.
#12	08. Replicated Man	7.14	Terpeny Tower [LAT -16 / LONG -17]	Herbert Dashwood's room.
#13	09. Replicated Man	8.03	Mejaton [LAT -01 / LONG -06]	Moir Brown's Craterside Supply Store.
#14	10. Replicated Man	8.03	Mejaton [LAT -01 / LONG -06]	Doc Church's Clinic.
#15	11. Replicated Man	8.03	Mejaton [LAT -01 / LONG -06]	Manya's residence.
#16	12. Replicated Man	9.11	The Citadel [LAT 08 / LONG -14]	Scribe Bowditch's area.
#17	13. Replicated Man	9.15	Rivet City [LAT 18 / LONG -17]	Doctor Preston's Clinic.
#18	14. Replicated Man	9.15	Rivet City [LAT 18 / LONG -17]	Sister's room.
#19	15. Replicated Man	9.15	Rivet City [LAT 18 / LONG -17]	Father Clifford's Church.
#20	16. Replicated Man	9.15	Rivet City [LAT 18 / LONG -17]	Seagrave Holmes's room.
#21	05. Keller	9.G	Military Tent and Truck Defenses [LAT 10 / LONG -06]	Inside the tent with the Super Mutant captive.
#22	17. Replicated Man	17.07	Museum of History (Underworld)	Winthrop's room.
#23	18. Replicated Man	17.07	Museum of History (Underworld)	Doctor Barrows's Chop Shop.
#24	19. Replicated Man	17.07	Museum of History (Underworld)	Tulip's Underworld Outfitters.



## Note

- Replicated Man Holograms (or characters who've listened to them) provide clues in Miscellaneous Quest: The Replicated Man. Note that some Holograms may be on the character in question, if not in the location.
- Keller Holograms open the National Guard Depot [6.11] inner Armory door. Note the order presented here may not reflect the order you listen to the tapes in.

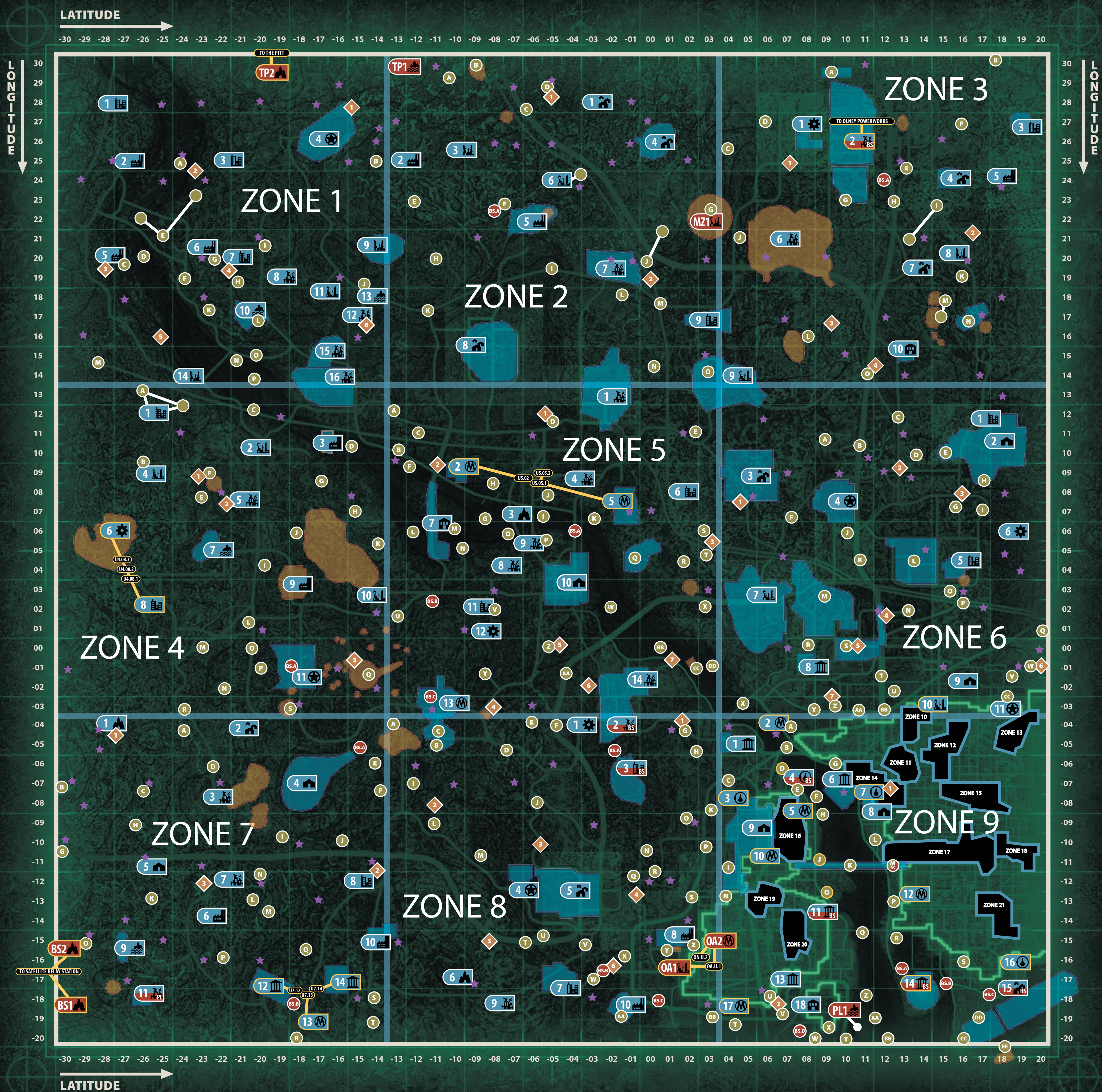
## APPENDIX 11: ALIEN CAPTIVE RECORDED LOGS (25)

Locate all 25 of the Alien Captive Recorded Logs during your trek through Mothership Zeta to earn the Alien Archivist Achievement. There's no returning to many of these locations once the quest is over, so grab them all the first time through. Here's the order to tackle them in:

LOCATION	QUEST	LOG #
01. MZ1.01 Holding Cells (eastern control area)	1. Not of This World	14
02. MZ1.01 Holding Cells (eastern control area)	1. Not of This World	15
03. MZ1.01 Holding Cells (eastern control area)	1. Not of This World	22
04. MZ1.01 Holding Cells (main control hub)	1. Not of This World	01
05. MZ1.01 Holding Cells (main control hub)	1. Not of This World	03
06. MZ1.01 Holding Cells (main control hub)	1. Not of This World	12
07. MZ1.03 Engineering Core (stasis pod chamber)	2. Among the Stars	05
08. MZ1.03 Engineering Core (stasis pod chamber)	2. Among the Stars	06
09. MZ1.03 Engineering Core (stasis pod chamber)	2. Among the Stars	07
10. MZ1.03 Engineering Core (stasis pod chamber)	2. Among the Stars	08
11. MZ2.04 Cryo Laboratory (lower chamber near entrance)	2. Among the Stars	04
12. MZ2.04 Cryo Laboratory (stasis chamber with Ghoul)	2. Among the Stars	02
13. MZ2.04 Cryo Laboratory (Elliott's squad chamber)	2. Among the Stars	11
14. MZ2.04 Cryo Laboratory (Elliott's squad chamber)	2. Among the Stars	17
15. MZ2.05 Cryo Storage (left of entrance)	2. Among the Stars	25
16. MZ2.05 Cryo Storage (lower chamber to southwest)	2. Among the Stars	16
17. MZ2.09 Waste Disposal (southwest area)	2. Among the Stars	19
18. MZ2.12 Research Lab (inside the lab)	2. Among the Stars	13
19. MZ2.12 Research Lab (inside the lab)	2. Among the Stars	21
20. MZ3.16 Weapons Lab (lab control chamber)	3. This Galaxy Ain't Big Enough...	24
21. MZ3.17 Experimentation Lab (chamber with autopsy chairs)	3. This Galaxy Ain't Big Enough...	20
22. MZ3.17 Experimentation Lab (observation chamber)	3. This Galaxy Ain't Big Enough...	10
23. MZ3.17 Experimentation Lab (by the dead Abominations)	3. This Galaxy Ain't Big Enough...	09
24. MZ3.18 Biological Research (upper floor, northwest)	3. This Galaxy Ain't Big Enough...	18
25. MZ3.21 Living Quarters (antechamber near stairs and corridor)	3. This Galaxy Ain't Big Enough...	23



# THE CAPITAL WASTELAND



## MAP LEGEND

- |  |  |
|--|--|
|  | Primary Location                           |
|  | Primary Location<br>(Underground Link)     |
|  | Primary Location (Add-on)                  |
|  | Underground Location                       |
|  | Secondary Location                         |
|  | Secondary Location<br>(Underground Link)   |
|  | Secondary Location (Add-on)                |
|  | Secondary Location<br>(Alternate Entrance) |
|  | Enclave Camp                               |
|  | Possible Random<br>Mini-Encounter          |
|  | Underground Link                           |
|  | High Resolution Perimeter                  |
|  | Surface Perimeter                          |
- BS = Broken Steel

MZ = Mothership Zeta

OA = Operation: Anchorage

PL = Point Lookout

TP = The Pitt

## CAPITAL WASTELAND LOCATIONS

- |  |
|--|
| <b>Zone 1:</b><br><b>Northeast Territories</b><br><b>PRIMARY LOCATIONS</b><br>1.01: Beacon Rock<br>1.02: MDP-45 Power Station<br>1.03: SatCom Army NW-54<br>1.04: Fort Constantine<br>1.05: SatCom Army NW-07<br>1.06: Broadcast Tower KBS<br>1.07: Deathstar Sanctuary<br>1.08: The Great Tabernacle Chapel<br>1.09: Moon House Salvage<br>1.10: Mount Mabel Campground<br>1.11: WWII Broadcast Station<br>1.12: The Tower Inside The Tower<br>1.13: Drums Behind The Crossing<br>1.14: Abandoned Car Fort<br>1.15: Faded Pump Estars<br>1.16: Ruined Sewerage<br><b>SECONDARY LOCATIONS</b><br>1.1: Raider Wharf<br>1.18: Brotherhood Outpost<br>1.2: Infiltrated Chinese Interment Truck (on Freeway)<br>1.3: Overlooked Truck (on Freeway)<br>1.4: Overlooked Truck<br>1.5: Raider Workcamp-Fortifications<br>1.6: Drainage Channel (adjacent to Broadcast Tower KBS)<br>1.7: Abandoned Gorge (Rope Bridge)<br>1.8: Junction Shacks<br>1.9: Jackknifed Truck (near Crossing)<br>1.10: Monorail Tunnel Entrance<br>1.11: Cannon Wreck<br>1.12: Battered Train Wreckage<br>1.13: Jackknifed Truck (on Freeway)<br>1.14: Jackknifed Truck Entrance<br>1.15: Truck and Car Wreckage (on Freeway)<br><b>ENCLAVE CAMP LOCATIONS</b><br>Endcamp E1.01<br>Endcamp E1.02<br>Endcamp E1.03<br>Endcamp E1.04<br>Endcamp E1.05<br>Endcamp E1.06<br>Endcamp E1.07<br>Endcamp E1.08<br>Endcamp E1.09<br>Endcamp E1.10<br>Endcamp E1.11<br>Endcamp E1.12<br>Endcamp E1.13<br>Endcamp E1.14<br>Endcamp E1.15<br>Endcamp E1.16<br>Endcamp E1.17<br>Endcamp E1.18<br>Endcamp E1.19<br>Endcamp E1.20<br>Endcamp E1.21<br>Endcamp E1.22<br>Endcamp E1.23<br>Endcamp E1.24<br>Endcamp E1.25<br>Endcamp E1.26<br>Endcamp E1.27<br>Endcamp E1.28<br>Endcamp E1.29<br>Endcamp E1.30<br>Endcamp E1.31<br>Endcamp E1.32<br>Endcamp E1.33<br>Endcamp E1.34<br>Endcamp E1.35<br>Endcamp E1.36<br>Endcamp E1.37<br>Endcamp E1.38<br>Endcamp E1.39<br>Endcamp E1.40<br>Endcamp E1.41<br>Endcamp E1.42<br>Endcamp E1.43<br>Endcamp E1.44<br>Endcamp E1.45<br>Endcamp E1.46<br>Endcamp E1.47<br>Endcamp E1.48<br>Endcamp E1.49<br>Endcamp E1.50<br>Endcamp E1.51<br>Endcamp E1.52<br>Endcamp E1.53<br>Endcamp E1.54<br>Endcamp E1.55<br>Endcamp E1.56<br>Endcamp E1.57<br>Endcamp E1.58<br>Endcamp E1.59<br>Endcamp E1.60<br>Endcamp E1.61<br>Endcamp E1.62<br>Endcamp E1.63<br>Endcamp E1.64<br>Endcamp E1.65<br>Endcamp E1.66<br>Endcamp E1.67<br>Endcamp E1.68<br>Endcamp E1.69<br>Endcamp E1.70<br>Endcamp E1.71<br>Endcamp E1.72<br>Endcamp E1.73<br>Endcamp E1.74<br>Endcamp E1.75<br>Endcamp E1.76<br>Endcamp E1.77<br>Endcamp E1.78<br>Endcamp E1.79<br>Endcamp E1.80<br>Endcamp E1.81<br>Endcamp E1.82<br>Endcamp E1.83<br>Endcamp E1.84<br>Endcamp E1.85<br>Endcamp E1.86<br>Endcamp E1.87<br>Endcamp E1.88<br>Endcamp E1.89<br>Endcamp E1.90<br>Endcamp E1.91<br>Endcamp E1.92<br>Endcamp E1.93<br>Endcamp E1.94<br>Endcamp E1.95<br>Endcamp E1.96<br>Endcamp E1.97<br>Endcamp E1.98<br>Endcamp E1.99<br>Endcamp E1.100<br>Endcamp E1.101<br>Endcamp E1.102<br>Endcamp E1.103<br>Endcamp E1.104<br>Endcamp E1.105<br>Endcamp E1.106<br>Endcamp E1.107<br>Endcamp E1.108<br>Endcamp E1.109<br>Endcamp E1.110<br>Endcamp E1.111<br>Endcamp E1.112<br>Endcamp E1.113<br>Endcamp E1.114<br>Endcamp E1.115<br>Endcamp E1.116<br>Endcamp E1.117<br>Endcamp E1.118<br>Endcamp E1.119<br>Endcamp E1.120<br>Endcamp E1.121<br>Endcamp E1.122<br>Endcamp E1.123<br>Endcamp E1.124<br>Endcamp E1.125<br>Endcamp E1.126<br>Endcamp E1.127<br>Endcamp E1.128<br>Endcamp E1.129<br>Endcamp E1.130<br>Endcamp E1.131<br>Endcamp E1.132<br>Endcamp E1.133<br>Endcamp E1.134<br>Endcamp E1.135<br>Endcamp E1.136<br>Endcamp E1.137<br>Endcamp E1.138<br>Endcamp E1.139<br>Endcamp E1.140<br>Endcamp E1.141<br>Endcamp E1.142<br>Endcamp E1.143<br>Endcamp E1.144<br>Endcamp E1.145<br>Endcamp E1.146<br>Endcamp E1.147<br>Endcamp E1.148<br>Endcamp E1.149<br>Endcamp E1.150<br>Endcamp E1.151<br>Endcamp E1.152<br>Endcamp E1.153<br>Endcamp E1.154<br>Endcamp E1.155<br>Endcamp E1.156<br>Endcamp E1.157<br>Endcamp E1.158<br>Endcamp E1.159<br>Endcamp E1.160<br>Endcamp E1.161<br>Endcamp E1.162<br>Endcamp E1.163<br>Endcamp E1.164<br>Endcamp E1.165<br>Endcamp E1.166<br>Endcamp E1.167<br>Endcamp E1.168<br>Endcamp E1.169<br>Endcamp E1.170<br>Endcamp E1.171<br>Endcamp E1.172<br>Endcamp E1.173<br>Endcamp E1.174<br>Endcamp E1.175<br>Endcamp E1.176<br>Endcamp E1.177<br>Endcamp E1.178<br>Endcamp E1.179<br>Endcamp E1.180<br>Endcamp E1.181<br>Endcamp E1.182<br>Endcamp E1.183<br>Endcamp E1.184<br>Endcamp E1.185<br>Endcamp E1.186<br>Endcamp E1.187<br>Endcamp E1.188<br>Endcamp E1.189<br>Endcamp E1.190<br>Endcamp E1.191<br>Endcamp E1.192<br>Endcamp E1.193<br>Endcamp E1.194<br>Endcamp E1.195<br>Endcamp E1.196<br>Endcamp E1.197<br>Endcamp E1.198<br>Endcamp E1.199<br>Endcamp E1.200<br>Endcamp E1.201<br>Endcamp E1.202<br>Endcamp E1.203<br>Endcamp E1.204<br>Endcamp E1.205<br>Endcamp E1.206<br>Endcamp E1.207<br>Endcamp E1.208<br>Endcamp E1.209<br>Endcamp E1.210<br>Endcamp E1.211<br>Endcamp E1.212<br>Endcamp E1.213<br>Endcamp E1.214<br>Endcamp E1.215<br>Endcamp E1.216<br>Endcamp E1.217<br>Endcamp E1.218<br>Endcamp E1.219<br>Endcamp E1.220<br>Endcamp E1.221<br>Endcamp E1.222<br>Endcamp E1.223<br>Endcamp E1.224<br>Endcamp E1.225<br>Endcamp E1.226<br>Endcamp E1.227<br>Endcamp E1.228<br>Endcamp E1.229<br>Endcamp E1.230<br>Endcamp E1.231<br>Endcamp E1.232<br>Endcamp E1.233<br>Endcamp E1.234<br>Endcamp E1.235<br>Endcamp E1.236<br>Endcamp E1.237<br>Endcamp E1.238<br>Endcamp E1.239<br>Endcamp E1.240<br>Endcamp E1.241<br>Endcamp E1.242<br>Endcamp E1.243<br>Endcamp E1.244<br>Endcamp E1.245<br>Endcamp E1.246<br>Endcamp E1.247<br>Endcamp E1.248<br>Endcamp E1.249<br>Endcamp E1.250<br>Endcamp E1.251<br>Endcamp E1.252<br>Endcamp E1.253<br>Endcamp E1.254<br>Endcamp E1.255<br>Endcamp E1.256<br>Endcamp E1.257<br>Endcamp E1.258<br>Endcamp E1.259<br>Endcamp E1.260<br>Endcamp E1.261<br>Endcamp E1.262<br>Endcamp E1.263<br>Endcamp E1.264<br>Endcamp E1.265<br>Endcamp E1.266<br>Endcamp E1.267<br>Endcamp E1.268<br>Endcamp E1.269<br>Endcamp E1.270<br>Endcamp E1.271<br>Endcamp E1.272<br>Endcamp E1.273<br>Endcamp E1.274<br>Endcamp E1.275<br>Endcamp E1.276<br>Endcamp E1.277<br>Endcamp E1.278<br>Endcamp E1.279<br>Endcamp E1.280<br>Endcamp E1.281<br>Endcamp E1.282<br>Endcamp E1.283<br>Endcamp E1.284<br>Endcamp E1.285<br>Endcamp E1.286<br>Endcamp E1.287<br>Endcamp E1.288<br>Endcamp E1.289<br>Endcamp E1.290<br>Endcamp E1.291<br>Endcamp E1.292<br>Endcamp E1.293<br>Endcamp E1.294<br>Endcamp E1.295<br>Endcamp E1.296<br>Endcamp E1.297<br>Endcamp E1.298<br>Endcamp E1.299<br>Endcamp E1.300<br>Endcamp E1.301<br>Endcamp E1.302<br>Endcamp E1.303<br>Endcamp E1.304<br>Endcamp E1.305<br>Endcamp E1.306<br>Endcamp E1.307<br>Endcamp E1.308<br>Endcamp E1.309<br>Endcamp E1.310<br>Endcamp E1.311<br>Endcamp E1.312<br>Endcamp E1.313<br>Endcamp E1.314<br>Endcamp E1.315<br>Endcamp E1.316<br>Endcamp E1.317<br>Endcamp E1.318<br>Endcamp E1.319<br>Endcamp E1.320<br>Endcamp E1.321<br>Endcamp E1.322<br>Endcamp E1.323<br>Endcamp E1.324<br>Endcamp E1.325<br>Endcamp E1.326<br>Endcamp E1.327<br>Endcamp E1.328<br>Endcamp E1.329<br>Endcamp E1.330<br>Endcamp E1.331<br>Endcamp E1.332<br>Endcamp E1.3 |
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**This map includes all points for the main *Fallout 3* game and all Add-on packs. If you do not have all the Add-on packs some points will not appear in your game.**



# DC METRO INTERIOR

ZONE 10



ZONE 11



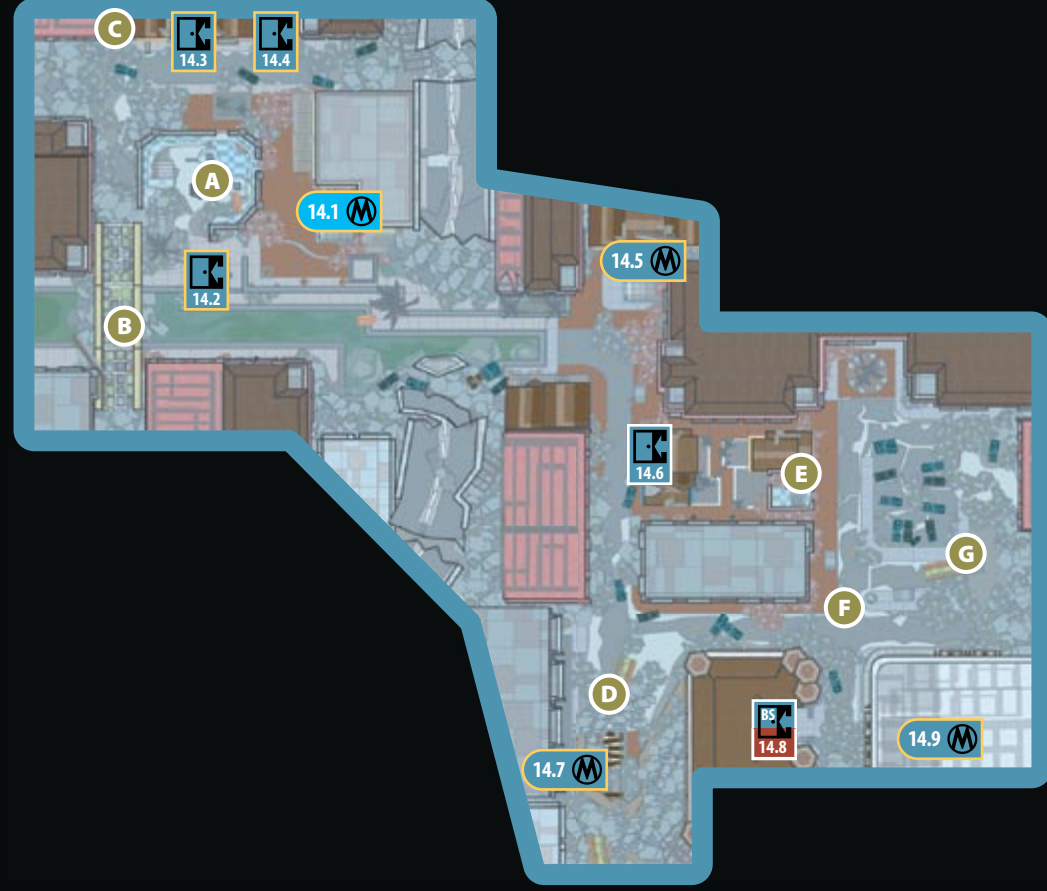
ZONE 12



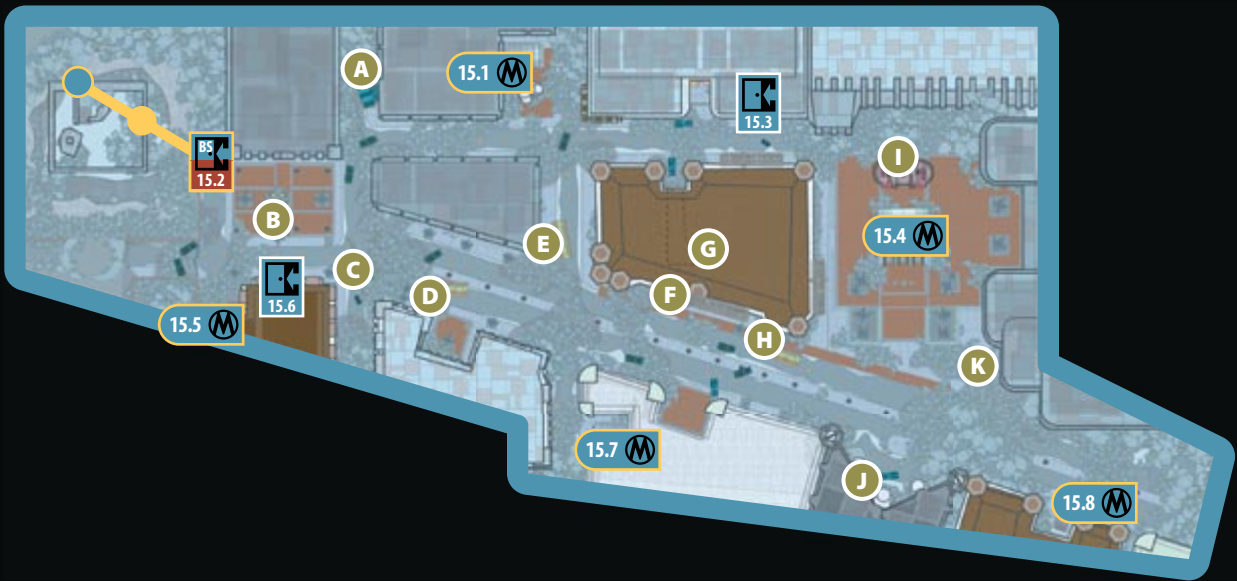
ZONE 13



ZONE 14



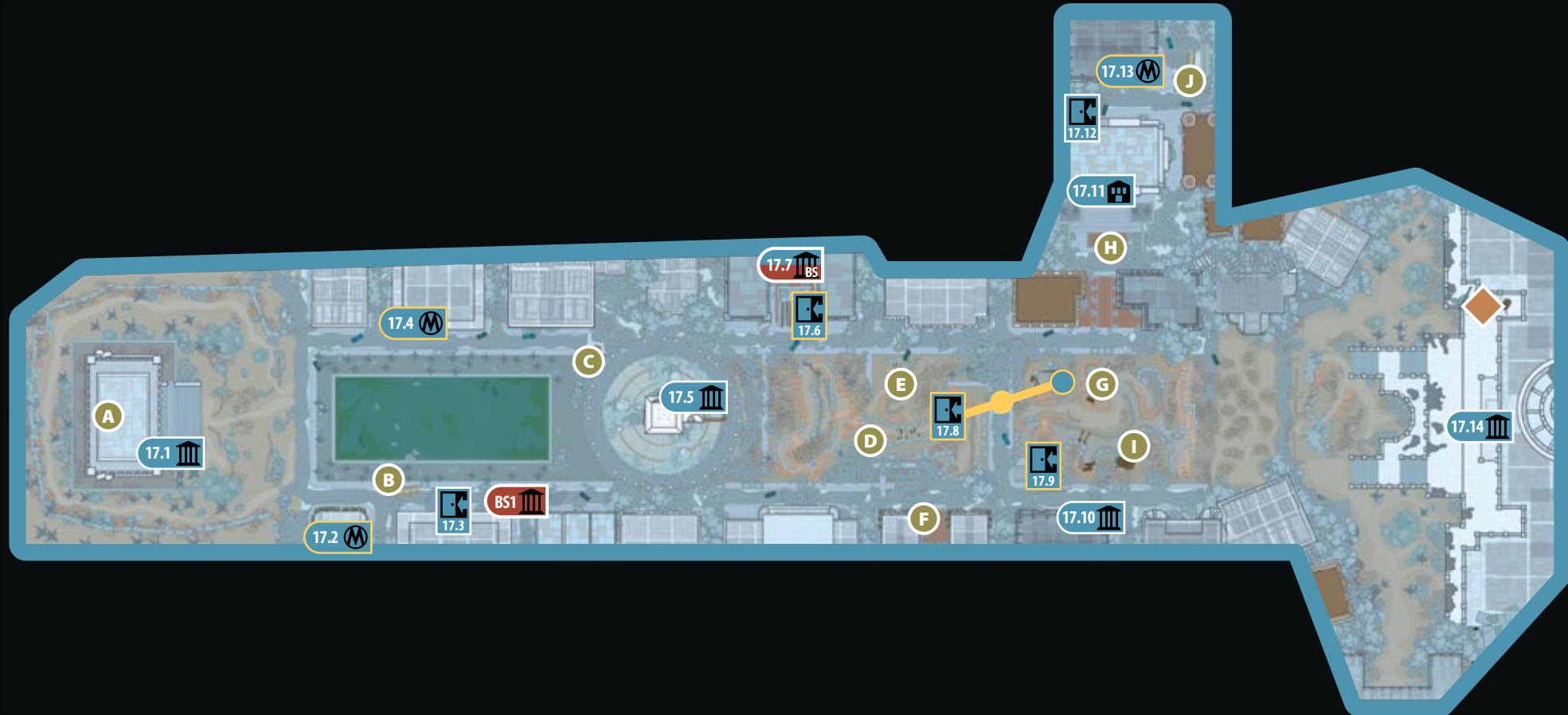
ZONE 15



ZONE 16



ZONE 17



ZONE 18



ZONE 19



ZONE 20



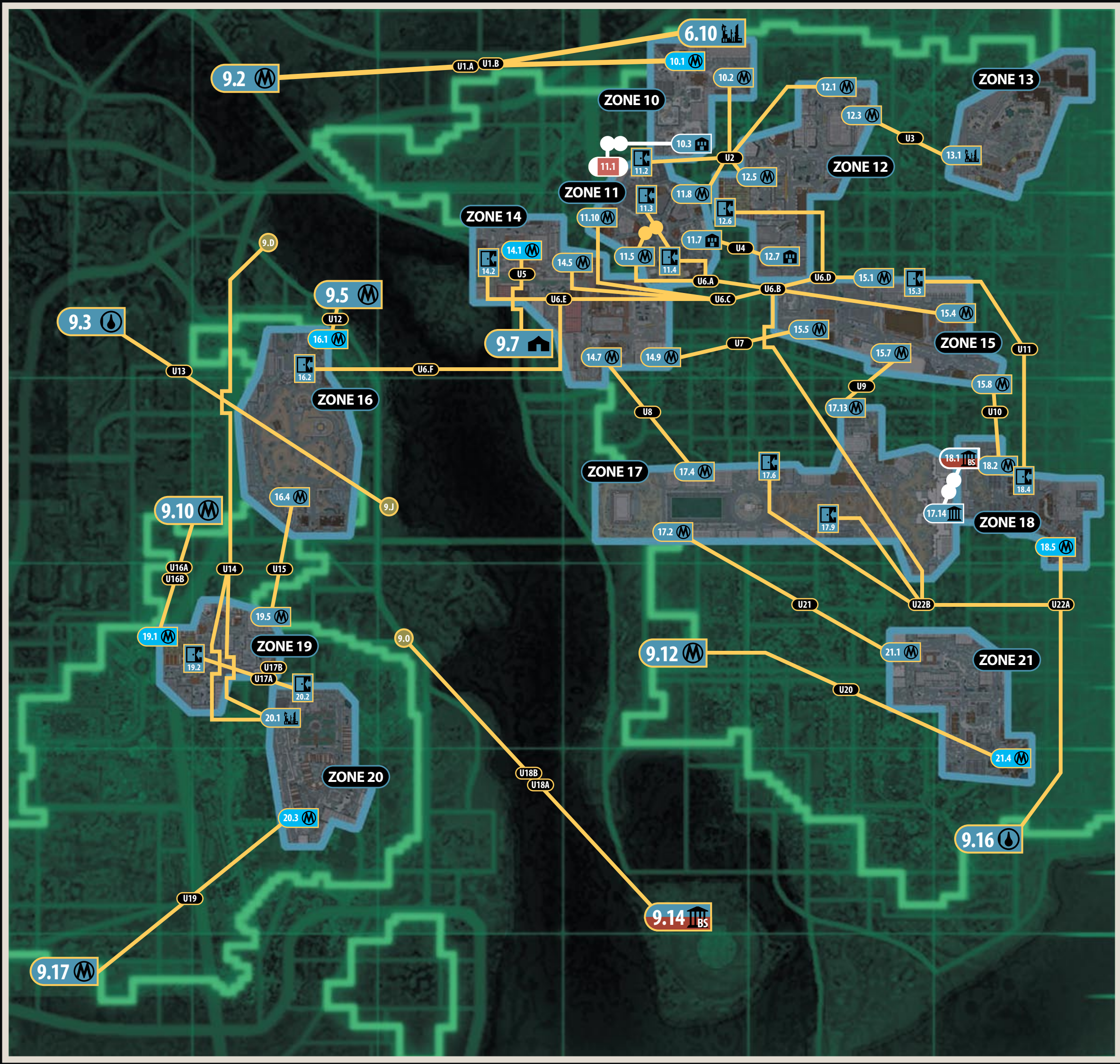
ZONE 21



## DC METRO MAP LEGEND

- World Map Primary Location (No Underground Link)
- World Map Primary Location (Underground Link)
- World Map Primary Location (Underground Link Adjacent to Capital Wasteland)
- World Map Primary Location (Add-on)
- Zone Map Primary Location
- Zone Map Primary Location (Underground Link)
- Exterior Station or Tunnel in Capital Wasteland
- G.N.R. Rear Entrance (One-Way Exit)
- Underground Location
- Alternate Primary Location Entrance (Surface Link)
- Alternate Primary Location Entrance (Underground Link)
- Secondary Location
- Secondary Location (Underground Link)
- Secondary Location (Add-on)
- Alternate Secondary Location Entrance (Surface Link)
- Enclave Camp
- Surface Link
- Underground Link
- High Radiation Perimeter

## DC METRO AREA: ZONE LINKS



## DC METRO LOCATIONS

- ZONE 10: Chevy Chase**  
PRIMARY LOCATIONS  
10.01: Tenleytown / Friendship Station  
10.02: Metro Junction  
10.03: Galaxy News Radio  
SECONDARY LOCATIONS  
10.A: Pulowski Preservation Shelter  
10.B: Pulowski Preservation Shelter  
10.C: City Coach Liner  
10.D: City Coach Liner Barricade  
10.E: G.N.R. Plaza Metro Entrance  
10.F: G.N.R. Plaza  
ADD-ON SECONDARY LOCATIONS  
BS10.A: Overlord Aqua Pura Hoard
- ZONE 11: Dupont Circle**  
PRIMARY LOCATIONS  
11.01: G.N.R. Building (Rear Exit)  
11.02: Metro Junction  
11.03: Collapsed Car Tunnel (North)  
11.04: Collapsed Car Tunnel (South)  
11.05: Dupont Circle Station  
11.06: Lady Frumperton's Fashions  
11.07: Dry Sewer  
11.08: Metro Junction  
11.09: Sunken Sewer  
11.10: Foggy Bottom Station (Dupont West)  
SECONDARY LOCATIONS  
11.A: City Coach Liner (2)  
11.B: City Coach Liner  
11.C: Raider Outpost  
11.D: Raider Fountain Fortifications  
11.E: Raider Rubble Pile  
11.F: Raider Sleeping Camp
- ZONE 12: Vernon Square**  
PRIMARY LOCATIONS  
12.01: Metro Junction (Vernon Square North)  
12.02: Vault-Tec Headquarters (Guest Relations)  
12.03: Vernon East / Takoma Park  
12.04: Sewer Entrance  
12.05: Metro Junction (Vernon Square Station)  
12.06: Freedom Street Station  
12.07: Our Lady of Hope Hospital  
12.08: The Statesman Hotel  
12.09: Sewer  
SECONDARY LOCATIONS  
12.A: Super Mutant Camp  
12.B: Container Truck  
12.C: Container Truck  
12.D: Container Truck  
12.E: Pulowski Preservation Shelter  
12.F: City Coach Liner  
12.G: Hospital Truck
- ZONE 13: Takoma Park**  
PRIMARY LOCATIONS  
13.01: Vernon East / Takoma Park  
13.02: Nitty Gritty  
13.03: Metro Shop  
13.04: Takoma Industrial Factory  
SECONDARY LOCATIONS  
13.A: Container Truck  
13.B: Container Truck  
13.C: Super Mutant Tent  
13.D: Brotherhood of Steel Barricade  
13.E: Water Tower  
13.F: Container Truck (2)  
13.G: Container Truck  
13.H: Container Truck  
13.I: Talon Company Merc Tent  
13.J: Hidden Irradiated Pool
- ZONE 14: Georgetown**  
PRIMARY LOCATIONS  
14.01: Topical Sewer  
14.02: DCTA Tunnel U14-B Potomac  
14.03: Grocer  
14.04: Radiation Ring  
14.05: Foggy Bottom Station  
14.06: Townhome  
14.07: Georgetown / The Mall Metro  
14.08: La Maison Beauregard Lobby  
14.09: Penn. Ave. / Georgetown Metro  
SECONDARY LOCATIONS  
14.A: Super Mutant Camp  
14.B: Rustling Bridge  
14.C: Pulowski Preservation Shelter  
14.D: Rustling Bridge  
14.E: Trap House  
14.F: Pulowski Preservation Shelter  
14.G: City Coach Liner  
14.H: Pennsylvanian Avenue Explosive Charge  
14.I: Underground Parking Garage  
14.J: City Coach Liner  
14.K: Jett's Diner  
14.L: Westlander's Alcove  
14.M: Pulowski Preservation Shelter  
14.N: White House Plaza  
ADD-ON PRIMARY LOCATIONS  
BS14.F2: White House Plaza
- ZONE 15: Pennsylvania Avenue**  
PRIMARY LOCATIONS  
15.01: Freedom Street Station  
15.02: White House Utility Tunnel  
15.03: Sewer  
15.04: Metro Central  
15.05: Penn. Ave. / Georgetown Metro  
15.06: Hotel  
15.07: Penn. Ave. / The Mall Metro  
15.08: Penn. Ave. / Seward Sq. Metro  
SECONDARY LOCATIONS  
15.A: Container Truck  
15.B: Courtyard Fountain  
15.C: Brotherhood of Steel Barricade  
15.D: City Coach Liner  
15.E: City Coach Liner  
15.F: Pennsylvania Avenue Explosive Charge  
15.G: Underground Parking Garage  
15.H: City Coach Liner  
15.I: Jett's Diner  
15.J: Westlander's Alcove  
15.K: Pulowski Preservation Shelter  
15.L: White House Plaza  
ADD-ON PRIMARY LOCATIONS  
BS15.F2: White House Plaza
- ZONE 16: Arlington National Cemetery**  
PRIMARY LOCATIONS  
16.01: Arlington / Wasteland Metro  
16.02: Arlington Utility  
16.03: Arlington House  
16.04: Arlington / Falls Church Metro  
16.05: Mama Dolce's Processed Foods  
SECONDARY LOCATIONS  
16.A: Irradiated Crater  
16.B: Pulowski Preservation Shelter  
16.C: City Coach Liner  
16.D: Circular Courtyard  
16.E: Fountain  
16.F: Arlington Monument (Short)  
16.G: Arlington Monument (Tall)  
16.H: Container Truck
- ZONE 17: The Mall**  
PRIMARY LOCATIONS  
17.01: Lincoln Memorial Maintenance Room  
17.02: Hazmat Disposal Site L5  
17.03: Museum History Building  
17.04: Georgetown / The Mall Metro  
17.05: The Washington Monument  
17.06: Museum Station  
17.07: Museum of History Entrance  
17.08: Bunker  
17.09: Museum Station  
17.10: Museum of Technology Atrium  
17.11: The National Archives (Front Entrance)  
17.12: The National Archives (Rear Entrance)  
17.13: Penn. Ave. / The Mall Metro  
17.14: Capitol Building West Entrance  
SECONDARY LOCATIONS  
17.A: Statue of Lincoln (Headless)  
17.B: City Coach Liner  
17.C: Brotherhood Lookout  
17.D: Brotherhood Defenses  
17.E: Super Mutant Defenses  
17.F: Super Mutant Defenses  
17.G: City Coach Liner  
17.H: Ammo Cache  
17.I: City Coach Liner  
ENCLAVE CAMP LOCATIONS  
ENCLAVE CAMP E17.01  
ADD-ON PRIMARY LOCATIONS  
17.07: Capitol Building East Entrance  
BS17.H1: Museum Authority Building
- ZONE 18: Seward Square**  
PRIMARY LOCATIONS  
18.01: Capitol Building East Entrance  
18.02: Penn Ave. / Seward Sq. Metro  
18.03: Office Building (F1)  
18.04: Sewer  
18.05: Reilly's Rangers Compound  
18.06: Anacostia Crossing Station  
18.07: Anacostia Crossing Station  
18.08: Pulowski Preservation Shelter  
18.09: Cuppa Joe  
18.10: Iron Statue  
18.11: Broadway Cinema  
18.12: Iron Statue  
18.13: Corcoran's Fresh Groceries  
18.14: Container Truck  
ENCLAVE CAMP LOCATIONS  
ENCLAVE CAMP E18.01  
ADD-ON PRIMARY LOCATIONS  
18.01: Capitol Building East Entrance  
ADD-ON SECONDARY LOCATIONS  
BS18.A: Talon Company Camp
- ZONE 19: Falls Church**  
PRIMARY LOCATIONS  
19.01: Marigold Station  
19.02: Falls Church / Mason District Metro  
19.03: Office Building (F1)  
19.04: Office Building (F2)  
19.05: Arlington / Falls Church Metro  
19.06: Arlington / Falls Church Metro  
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19.100: Arlington / Falls Church Metro
- ZONE 20: Mason District**  
PRIMARY LOCATIONS  
20.01: Hubris Comics Publishing  
20.02: Falls Church / Mason District Metro  
20.03: Flooded Metro  
20.04: Flooded Metro  
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- ZONE 21: L'Enfant Plaza**  
PRIMARY LOCATIONS  
21.01: Hazmat Disposal Site L5 (L'Enfant Plaza)  
21.02: Shop (Madame Jeal's)  
21.03: Office Building (F1)  
21.04: Irradiated Metro  
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- ZONE U: Linking Underground Locations (D.C. Ruins)**  
U01: Tenleytown / Friendship Station  
U02: Metro Junction  
U03: Vernon East / Takoma Park  
U04: Dry Sewer  
U05: Topical Sewer  
U06: Dupont Circle Station  
U07: Freedom Street Station  
U08: Georgetown / The Mall Metro  
U09: Penn. Ave. / The Mall Metro  
U10: Penn. Ave. / Seward Sq. Metro  
U11: Sewer  
U12: Arlington / Wasteland Metro  
U13: County Sewer Mainline  
U14: Hubris Comics Utility Tunnels  
U15: Arlington / Falls Church Metro  
U16: Arlington / Falls Church Metro  
U17: Falls Church / Mason District Metro  
U18: Taft Tunnels  
U19: Phoebe Metro  
U20: Irradiated Metro  
U21: Hazmat Disposal Site L5  
U22: Anacostia Crossing Station  
U23: Museum Station